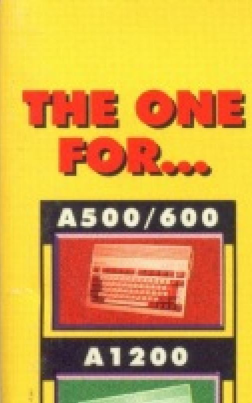
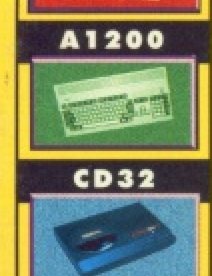
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The Computer Game

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DECEMBER 1995

THOSE EARLY BITS

PREVIEWS

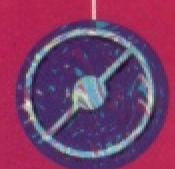


REVIEWS





GUIDE SPECIALS



BOOT SECTOR

FANTASY MANAGER

ANCO

Yet again us guys at The One Amiga are here with a superb game. How do we do it? Sometimes I wonder myself! These games surely are getting better and better. Now we're here with a game that must be the finest game we've given away so far. It's a fantasy footbal game and you are going to get the chance to create your own teams and play your team in league fixtures. The game is pretty simple to work out, it's all keyboard controllede but all you should need is the arrow buttons and the enter button, oh how wonderfully user friendly! you start a game with a cool twenty five million puonds. That's enough for a pretty fine team even with todays climate of inflated prices. You have to start out by purchasing a number of players. You have to buy a whole squad as there is a chance of injury. All the top names are available and you bid for them in an auction bidding against other managers. The players have all sorts of prices that tend to reflect there ability. When all of the squads are complete the computer will automatically schedule the fixtures for the season that you are about to play. So you have a whole season ahead of you with the team you've started. You will make money throughout the season so it's possible to buy and sell players. Thge real performance of the players that you have chosen will determine the result of the game. Clever or what? The teams have to be selected before the matches are played during the week. You as the manager are responsible for this. This does mean that you don't have any prior knowledge of how the players will perform. Every player involved will have a rating between one and ten and this will help determine the out come of the individual games. The game can be played by a maximum of fifteen managers making for some seriously competetive playing with a load of friends. The minimum number of managers is six of which five can be played by the computer. Through out the



season you will find that you can buy and sell players to change the shape of your team, make sure you have the cash though! Before each match you will find that you must not only select the teams but you must also select a team formation and then allocate a player of your choice to each position. What's the point of the game, well to win the league championship of course! The data base that the game is made up from is the '93-'94 season. You even get to choose your team kit from a whole great big selection of them. When you use computer generated teams you will find that they actually perform using real data from the teams performances. Well now is your chance to play the computer game inspired by the hit BBC 2 television show. Hell! What am I saying, here's your chance to own it courtesy of The One Amiga magazine. Do we know how to treat you or what?

LOADING

We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then turn on your machine, ace or what! Well you think so when you get your sticky mits on this game. It's one hell of a game!

CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to installment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back.

Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

TECHNICAL SUPPORT

Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.

In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of



FANTASY M



WELCOME TO FANTASY MANAGER.

Current data base:
Premier League 1994-1995

Number of human players (8-15):



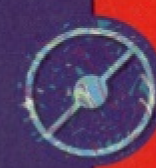
Seaman	Arsenal	£2.8
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Forrest	Ipswich	£1.8
N Thompson	Ipswich	£1.9
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D James	Liverpool	£1.8
Grobbelaar	Liverpool	£1.8

Select player to buy.
'ESC' return to buy sell select.

So now you know what the game is and you know it's going to be ace. You even kind of know how to play. We got sent an absolutely huge instruction manual, well it was quite big! However with our usual gay abandon we leapt into the game without so much as a glance at the cover of the instruction manual let alone a look of what was inside. What happened? Did we crash and burn? Did we have panic attacks whilst desperately trying to work out what to do? No, of course not, it was dead easy to work out and none of us that were around at the time had ever played it before, infact it's fair to say that none of us had ever played a football manager game. So I'm sure if us guys are capable of sorting this game out then you guys and girls should have absolutely no problem whatsoever. It really is very easy indeed to sort out what needs doing. To actually do well on the other hand is not all that easy at all and will take you some serious experimentation time as you have to fine tune your teams and your mode of play. This is all the challenge of the game.

When you turn on the game you will be presented with a main menu. There are a load of icons along the bottom of the screen and by using the left and right arrow buttons you will find that you can move the cursor along to select the icon that you want. You must either select new game or load/save in order to start the game off. With a new game you will find that you firstly have to select what teams there are going to be in the league. Some can be human controlled and some can be computer con-





MANAGER

trolled. The teams that are computer controlled will be real premiership teams and it is possible to select which teams you wish these to be. One hint is to play the worst teams in the league based on the real results and you have a better chance of winning, After you have decided on a name for your team and the other managers either computer or human controlled have entered their teams then you are ready to begin on the process of spending a whacking great twenty five million pounds on football players. I can think of better things to buy but I'm afraid this game limits you somewhat.

You will find that with a new game you can choose up to fifteen players. The team names can be up to twenty letters long. Now though is the fun bit, choosing which players you wish to buy. For this you must open up the Buy/Sell icon and this will give you some options. Basically this allows you to buy and sell players later on in the game when you need to strengthen or simply change your team around a bit after actually making some money on gate receipts. When the auction commences with more than one human player you will have to decide on who gets first choice etc. The success during the season will depend heavily on which players you choose so you must carefully consider how you will spend your funds! The instructions suggest that you appoint a chairman for the auction and all proceedings go through him to keep a potentially frenetic activity under control! Have an order in which the selections will be made and then reverse it etc. etc.. This is probably the fairest way to conduct the auction where everybody will be after the same players.

Selecting formations for games is very easy. You are given a number of options that are all recognisable. After you have used the arrow keys to select a formation the little pitch on the screen will show you the formation that you have selected, from this point you have to select players to fill these positions from the list of your squad that will appear next to the little football field. There is a number for every position on the pitch and to select a player for the





Tottenham

Thorstvedt	G	?	1
Austin	D	?	2
Calderwood	D	?	3
Mabbutt	D	?	4
Campbell	D	?	5
Samways	M	?	6
Dozzel	M	?	7
Howells	M	?	8
Anderton	M	?	9
Sheringham	A	?	10
Barmby	A	?	11



LEAGUE TABLE — FANTASY MANAGER — WEEK 4

POS	TEAM	P	W	D	L	F	A	PTS
1	Tottenham	4	3	1	0	5	2	10
2	Blackburn	4	3	0	1	8	2	9
3	Leeds Utd.	4	2	1	1	7	2	7
4	TOBY UTD	4	1	1	2	3	4	4
5	Southampton	4	1	0	3	2	7	3
6	Arsenal	4	0	1	3	1	9	1

position you must work in the numerical order of the positions. To do this simply work your way down the list and press return at each players name in numerical order. That wasn't very clear was it? Oh well I'm sure you can work it out yourself.

The view finances icon allows you to take a look at your bank balance. It will show you how much money you have and how much money you have made in that particular week. This is rather useful to know if you fancy buying another player or more. There is also an icon that allows you to check out all the league results. I guess that's why it's called a league table. You will find that you automatically get to view these after a weeks football.There are a load of hints and tips that we could give you for this game but I reckon you'll just have to wait until next week. Then we'll give you a couple of pages of tips to sort you out if you get into any real trouble.





This really is a great game and if you are a football fan then this game is going to provide you with hours of fun. It is possible to save your games. To do this you will need a blank Amiga disc in the drive and follow the prompts. I hope that you all get as much fun out of this as we all have. There's been some seriously time consuming rivalry due to this game, and yes now it's yours, free with the One Amiga. I still don't know how we do it. Some of you may find that due to the fact we couldn't reprint the instructions you have some trouble working the game out initially. Bear with it though, it's very simple and you'll soon find your way around. Things like having to watch the computer playing games between two computer controlled teams may well irritate you a bit but if you simply press the return button you will be spared this boredom and you will go straight to the results. There are several things like this that may at first not be all that obvious but with a bit of patience and the intuition that surely all Amiga owners possess, you'll soon be sorted.











PD ZONE AMOS SPECIAL

Are you one of these heavy thinking people who ask questions which are so important that the world just cannot grasp the fact that you are a total intelectual? Questions such as, do cows like drinking pepsi? In a game of ping pong, does the bat make the ping or the pong? Is there such a colour as sky blue pink? If you are one of these people then I am afraid that you are reading the type of magazine, The One Amiga is for crazy people, for those who are cool and for those who know what a life is because they have one, try reading the Financial Times or the Sunday Telegraph or something!!!

So what is this AMOS then? Well, for those of you who have been living on a meteorite that only passes the Earth every 500 years I will tell you. Amos is a book in the old testament, Amos was the bloke who used to run the pub with Mr Wilkes in Emmerdale and is now going to marry Molly Sugden but, more importantly, AMOS is an Amiga programming language which everybody can learn and then make money from. If I can use AMOS then anybody can!!! But, I hear you cry, this is a games magazine, we don`t have any of this serious stuff!!! That`s OK, you don't have to, because these two pages I will be writing for you every month will just be news and reviews about AMOS, we will be bringing you the very best information on the very best games written using AMOS and many of those games may be written by you.

YOUR STUFF

Wanna get yourself, or your program, onto this section of the greatest Amiga magazine of all time?

Just send in your source code to me and I'll check it out and review it for you. If it is good enough, you may even get to see your program on the coverdisk. They say that readers of Amiga gameing magazines are stupi, not an ounce of intelligence, but let's face it, you use an Amiga and you read the One, what more proof do you need to provide to show that you are mega brainy!!!

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OK, so I promised to review readers programs, but I can't do that until you send them into me. What I am going to do this month is take a quick look at two disks which have been out for a while now and let you know what they are about. You may think it strange that I am reviewing old programs, but age has nothing to do with it.

THE AMOS GAMES COLLECTION

The AMOS Games Collection is a collection of six programs, five of which are games. All of these games were written by Andy Platts in 1992 and you select the game you wish to play in much the same way as you do with the Assassins games disks, by pressing a key between F1 and F6.

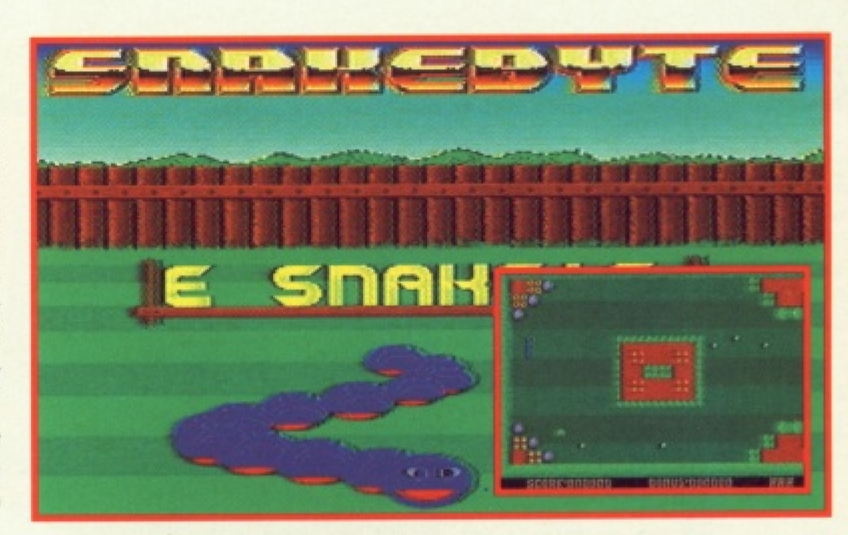
All of the games on here are great, but I will give you a quick run down of each one in turn.

GLASS BACK

Glassback is nothing exceptional, it is the average single screen platform game, but it isn't exactly easy.

SNAKEBYTE

Snakebyte is one of those games that is so frustrating that you just cannot put the joystick down. The whole idea of the game is to move you snake around the screen catching the frog, which remains stationary. This may sound simple, but you have to make sure that you do not make contact with any walls or hedges and you must not move backwards onto yourself, if you do you will lose a life. The screen scrolls whenever you move towards the edge of your current screen so you are always having to be careful about what is looming ahead of you.



SOLITAIRE

Call me old fashioned, but when I was a kid I used to love playing with myself; playing solitaire that is!!! This is an exact copy of solitaire, but it involves typing in the coordinates of each move and it gets very boring. I moved one piece in the game and I rebooted to select a new game.

BOMBER

In Bomber, you are a plane that flys horizontally accross the screen blowing buildings up below you as you go, to complete the level you just have to destroy all of the buildings. That sounds simple enough, but what makes it more frustrating is the fact that you get lower each time you go accross the screen and the bombs don't always land when you expect them to. Bomber is a nice little game.

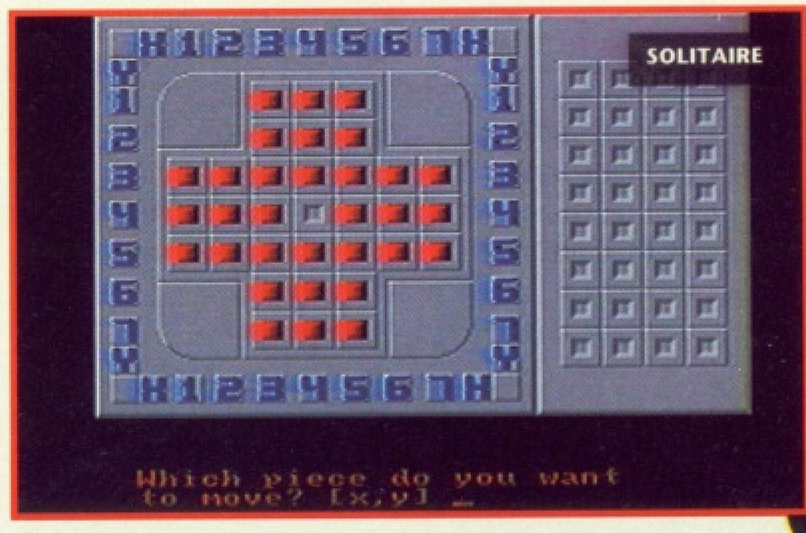
LIGHT CYCLES

This is yet another version of light circles, the old tron style game. The nice thing about this version is that the graphics are alot better than the average black screen version you often get. You have the choice of 0,1 or 2 players, 0 being Amiga versus Amiga(they must be brothers). There are 5 difficulties of level and it is nice, I suppose.

LIFE EXPECTANCY

Life Expectancy isn't really a game. You are asked a series of questions and, through the results of your answers, you are told when you are expected to die. Such jolly people us Amiga users!!! I am expected to die when I am 63, but knowing my luck I will be knocked down by a marsian eating, elephant riding giant florescent orange hamster when I am 62 and then where will I be?

All in all this is a neat little disk with a bit of everything on it and, with the price being between 50p and £1.25, you can't really complain.

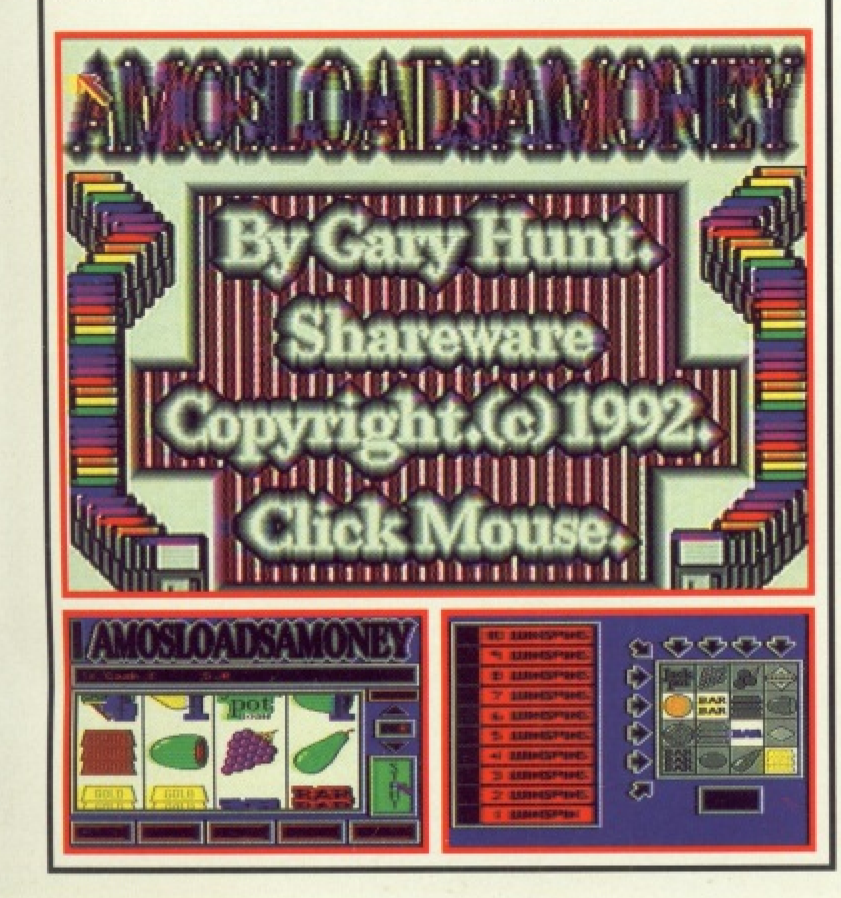


AMOSLOADSAMONEY

AMOSLoadsaMoney is a fruit machine simulator which has really upset me. If I had been using real money I would have been sleeping on the streets by now. It has the usual fruit machine type things on it, ie Hold, Nudge etc, but you never seem to win much on it, so I suppose it is the most real to life fruity sim!

I started off with £5.00, won absolutely nothing and then, in true fruit machine fashion, put in another £5.00, from this fiver I did win something, 20p, but this soon went back in.

I think that this game is excellent and should be used to show kids the truth about gambling, it is impossible to be a winner!!!



GAMES

The 'Overall' score is not an average mark, oh no siree. We all sit down together and try decide what it should be, get bored and put any old crap in. (Hang on, that's not right)

0-25% Plop, poo, wee and generally not worth the plastic for the disks. And arse.

26-49% Why do companies insist on releasing stuff that scores this low. Shoot 'em, that's what I say!

50-60% Not bad, but then not that good either. How about the old cliché, 'average'?



To call in a favour from another cliché pal of mine 'above average'.

70-80% Now this is more like it, plenty for your cash here, but those of lesser means might looks to...

81-90% ...something of this standard. Really very good indeed, although still flawed enough to not score above...

90+% ...90%. The ultimate accolade. Any game scoring this high is well deserving of your cash.

EDITOR
TOBY GUNTON

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ADVERTISING MANAGER
CLAIRE GODDARD

PUBLISHER
HUGH GOLLNER

Flight of The AMAZON QUEEN

All that hype, all those expectations and all those Wips. Was it all worth it? Well yes and no! Read on to discover why.

I've spent a long time waiting for this game to arrive. We were initially told of a release date in October. There we were waiting with baited breath for what was heralded as a masterful adventure game reaching new previously unexplored levels of humour and an adventure that would have left even those great explorers of past ages aghast! well we waited and we waited and we eventually wondered if it was all a myth that was never actually going to appear. Then suddenly out of the blue came a demo disc. Oh my goodness the game really did exist and here was something concrete to prove it. The demo disk was pretty good, infact some of us here in the office thought that it was really good.





It didn't however take an awful lot of playing and before you know it you have discovered exactly how to escape from your room and how to disguise yourself as a woman in order to escape from the hotel. What could be easier. well this was at the



Aren't you a little short for a fumigator?

end of the day only a simple demo disk to whet our appetite. Mine was well whetted. I love a good adventure game and this one was showing some true potential. Well I was very excited about finally getting my hands on the real thing. There's a bit of a competitive atmosphere around the Maverick offices especially when it comes to playing adventure games. Well it seems that all of us reckon that we're better than each other at these excellent games. Well with this in mind we all wanted to be the first to complete Flight Of The Amazon Queen. This led to non stop phone calls to Warner Interactive to hurry along a copy of the game. The PR girl must have faced a barrage of messages from several writers at Maverick all wanting to know when they could get their hands on the new game. Well it took a lot longer than we thought it would What's more when it eventually did arrive I was in London for the day. I got back to the office the next day to find two people smugly smiling at me. It seems that not one but two people had already completed the game before I'd even got my hands on it! That's really unfair. Their comments about the game were all good. They loved it. it really was funny, it really was an adventure. it was well put together and above all it was really good fun. The only drawback it seems was the fact that it was to easy. I thought this was just them rubbing it in, but it has to be said, this game really is quite easy. It's not all that hard to finish it. Infact it's very easy!

"two people had already completed the game before I'd even got my hands on it!"

The game is great despite this. As you probably already know it is set in the late forties and most of the action takes place around the jungles of South America. You take on a role, that of Joe King a pilot for hire who has got himself caught up in some very strange goings on. To start with you are meant to be flying a rather attractive movie star, Faye Russel to an Amazon jungle location in order for her to take part in the shooting of her latest film "Jungle Passion". It seems however that as you arrive at a Rio hotel in order to pick her up you are tricked by a nasty piece of work, a real slime ball by the name of





I'm interested in some of your merchandise.
What's with the barber chair out front?
Where did you learn to speak English?
I think I'll look around.



Anderson, he's a Dutch pilot and he wants to put you out of business. To achieve this he intends to fly Faye to the Jungle location himself. He locks you in a hotel room to stop you from flying her. This is where the adventure begins. It is up to you to escape from the locked hotel room and rumble the ruse of this slimy Dutch pilot. The adventure doesn't stop here though! Oh no! there is more to this than meets the eye. There are several strange and interesting people that you will come across on your adventure. Strange chaps with bad rashes, lots of missionaries, a race of beautiful Amazon women including their rather gorgeous queen and a pygmy tribe who are infact all six feet tall? There is also of course the mad scientist who is totally intent on destroying the world, or ruling it with his strange mutant lizard men he is at the head of a strange organisation called Floda, do they only make strange German trousers or is there a darker purpose to their jungle hide away, well what do you reckon? Dr Frank Enstein is the nutter at the centre of all this madness and quite frankly he's a trifle odd to say the least. His evil force is to be made up of these strange hybrids, Amazon Women and dinosaurs. To achieve this he uses his advanced cloning techniques mmm... where do these dinosaurs come from? the valley of the mists of course. The fact that Faye and Sparky get taken hostage add to the situation somewhat. All this of course is set in the style of those great black and white American movies of the forties where men were men and all good heroes didn't mind a taking a risk or two. Joe is the perfect hero, he fumbles his way through this strange adventure with heaps of tongue in cheek humour and some very strange tasks to complete.

The game itself is very easy to control. You will find that the screen is split in to two areas. The largest area is the play area and the smaller area at the



bottom of the screen is the control area. The play area is where all the action takes place. This tends to be a set scene from the story and you can control Joe with your mouse to walk around it and interact with it. Some of these screens are actually bigger than the viewing area and so they scroll very smoothly as you move around them. The control area of the screen has the command line, the control panel and the inventory. The control panel allows you to perform actions, open, close, move, give, look at, pick up, talk to and use. The Command line will show you which one of these options you have used by clicking on one of the icons. The inventory box displays all the bits and pieces that you have acquired during the game. To move Joe around you simply have to point the mouse arrow to where you want him to go and push the left mouse button. It's as easy as that.

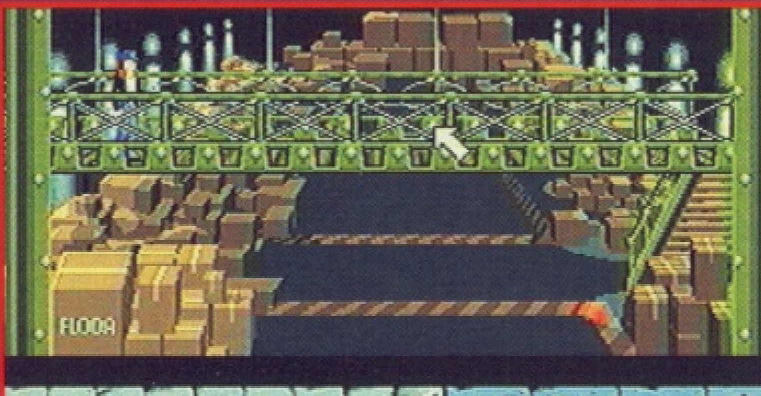






Throughout your adventure you will find that it is very useful to talk to The different characters that you come across. They often have useful information for you that will allow you to progress further throughout he game. Often you will find that returning to characters that you have met earlier during the game to talk to them will yield you with even more useful info. You are presented with a list of possible





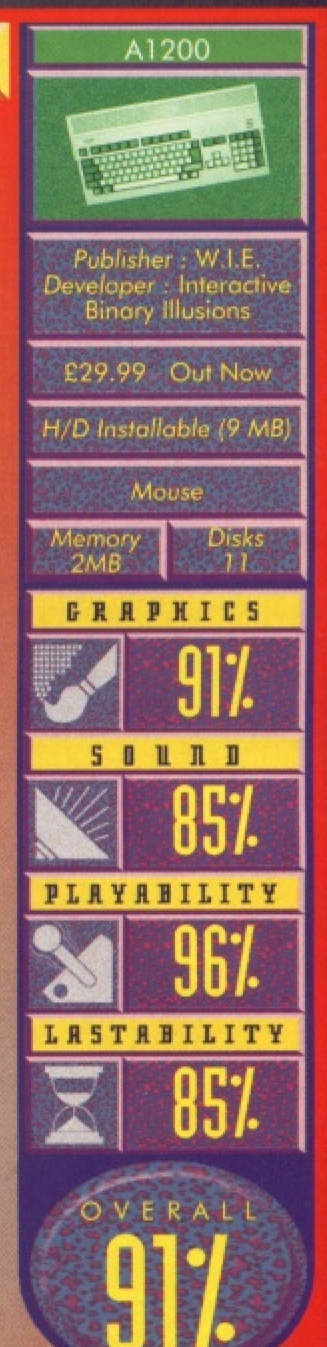


sentences to say to the characters or to reply to them. You must simply select one of them and see how the conversation goes. It's all as easy as it sounds!

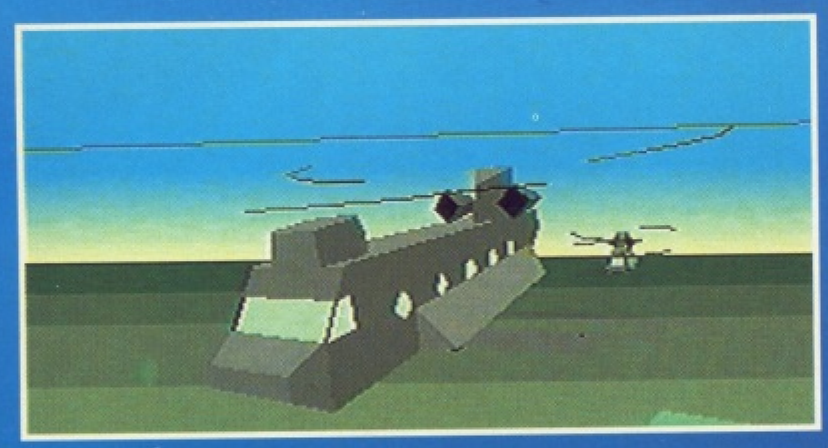


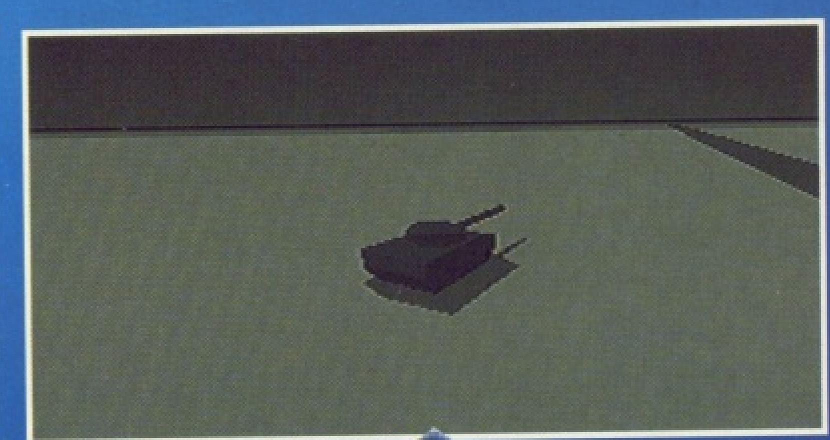
THE VERDICT

Without a doubt this game really has got an awful lot going for it. The story is quite simply excellent and you will find yourself plunged into a wonderfully strange world. the whole idea behind the game is simply great, you will find yourself getting totally drawn in. The graphics are really excellent and there are some weird and wonderful creatures and people to meet on your adventure. It is these graphics that turn the story from a wonderful read to a superb computer game. Some of the scrolling is really quite superb, Joe struts his stuff as he moves from one scene to another with the consummate ease of a catwalk model. The wonder of the game goes much further though than the story and the wonderful graphics and art work. The actual challenge presented to you is enough to keep you interested for hours at a time, only just! This is the only let down of the game, and only in our opinion! We all found the game far to easy. Harsh it may sound but we had no real difficulty in finding our way to the end of this story and destroying the forces of evil. It was all just a bit, well a bit, easy! I suppose this is all very arguable as I'm sure some people will find it quite hard enough but you don't really need a degree to finish this game in a day. Despite this the game is totally great and I'd buy it any way. It is a massive game with loads and loads to do before you finally reach your target.



CD32	Not a chance of your dead CD console seeing a version of this in the near future.
A500 / 600	This version also runs fine on a 1Meg A500, although 11 disks become tiresome!



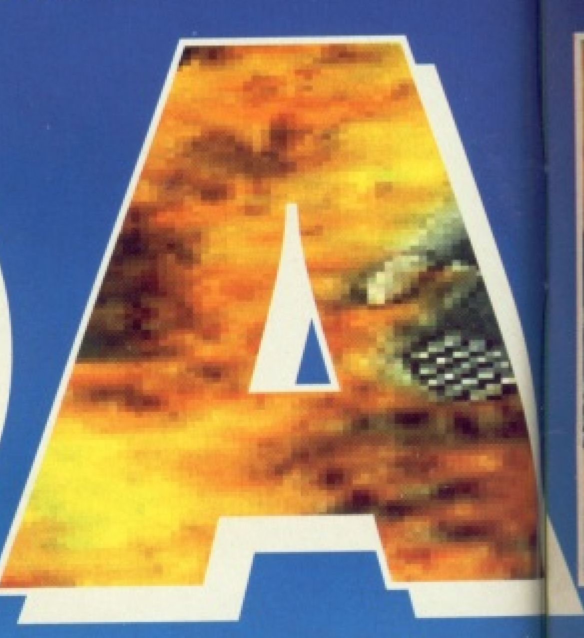


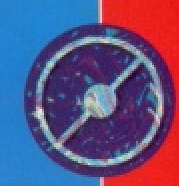
Oh what a wonderful game. I simply love it. Mind you it's not the easiest thing to get the hang of. If there's one thing that I'm constantly guilty off it has to be my failure to read instruction manuals. Whether it be a new VCR or a new game, I always feel that I have to struggle on regardless of the fact that a few minutes sat down with a cup of tea and the instruction manual could save hours and hours of frustration. In this case however I was forced to give up on it rather early on. I don't know if you've ever tried to fly a helicopter but I'm told it's very very hard. Admittedly this game is nothing like as hard as the real thing but it isn't all that easy either. So there I was struggling away with the controls to the worlds finest selection of Helicopter Gunships and I couldn't even get the buggers off the ground. I just kept changing my view a lot. I tried in vain to randomly punch keys left right and centre but it seemed that I was failing to do anything but confuse myself further. Oh well! Time for that cup of tea and a glance over the instruction manual. That shouldn't be all that hard. Blimey! You should see the size of the instruction manual. Well, mine wasn't a finished version, it was only a basic print out of the final thing but believe me there was a lot of it. I sat myself down and prepared myself for a very long read. Luckily those kind people at Empire Software have provided us with a rather excellent

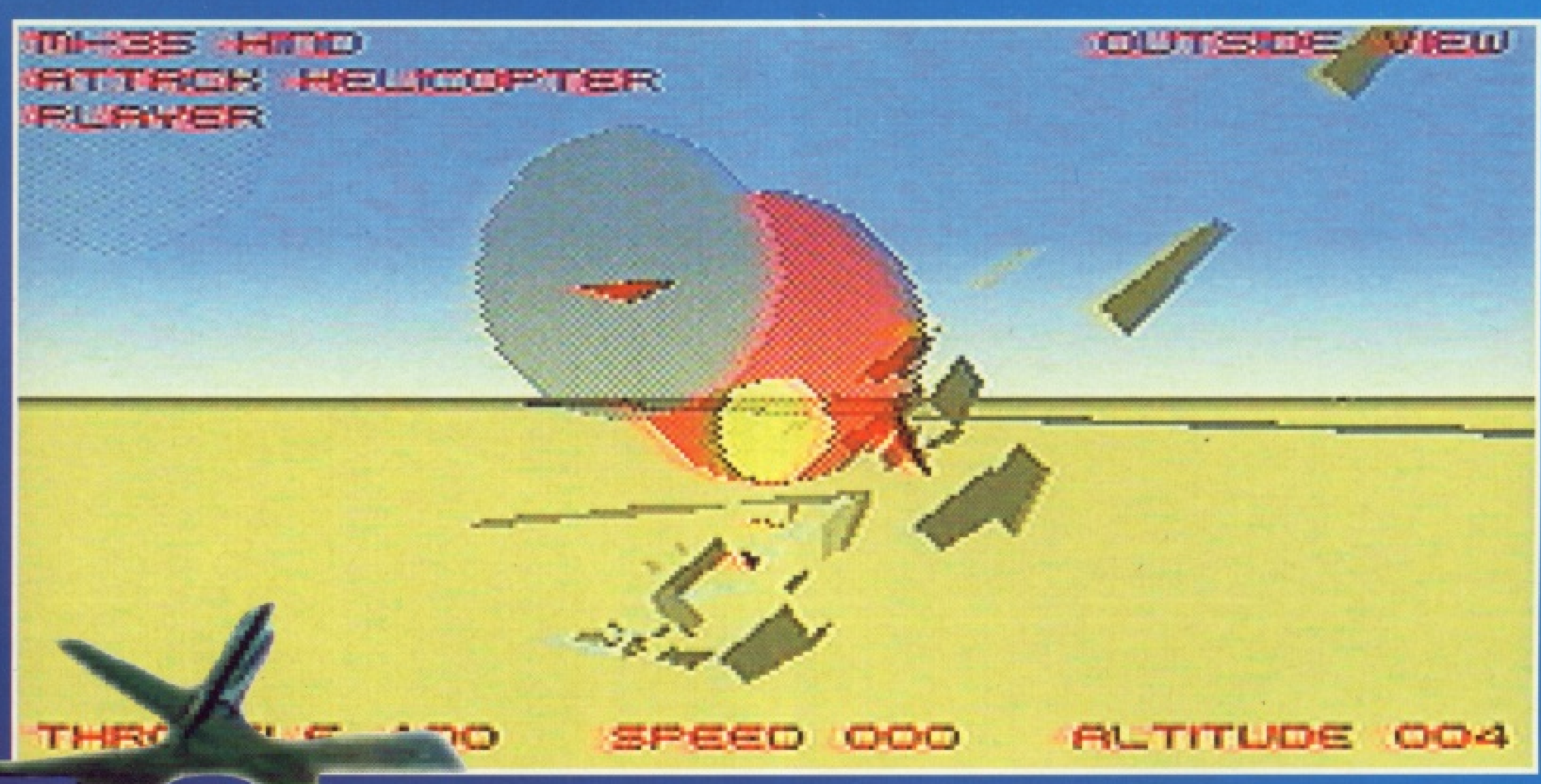
So do you fancy your chances in a Hi Tech Helicopter Gunship. Well if you do here's your chance to make something of it.







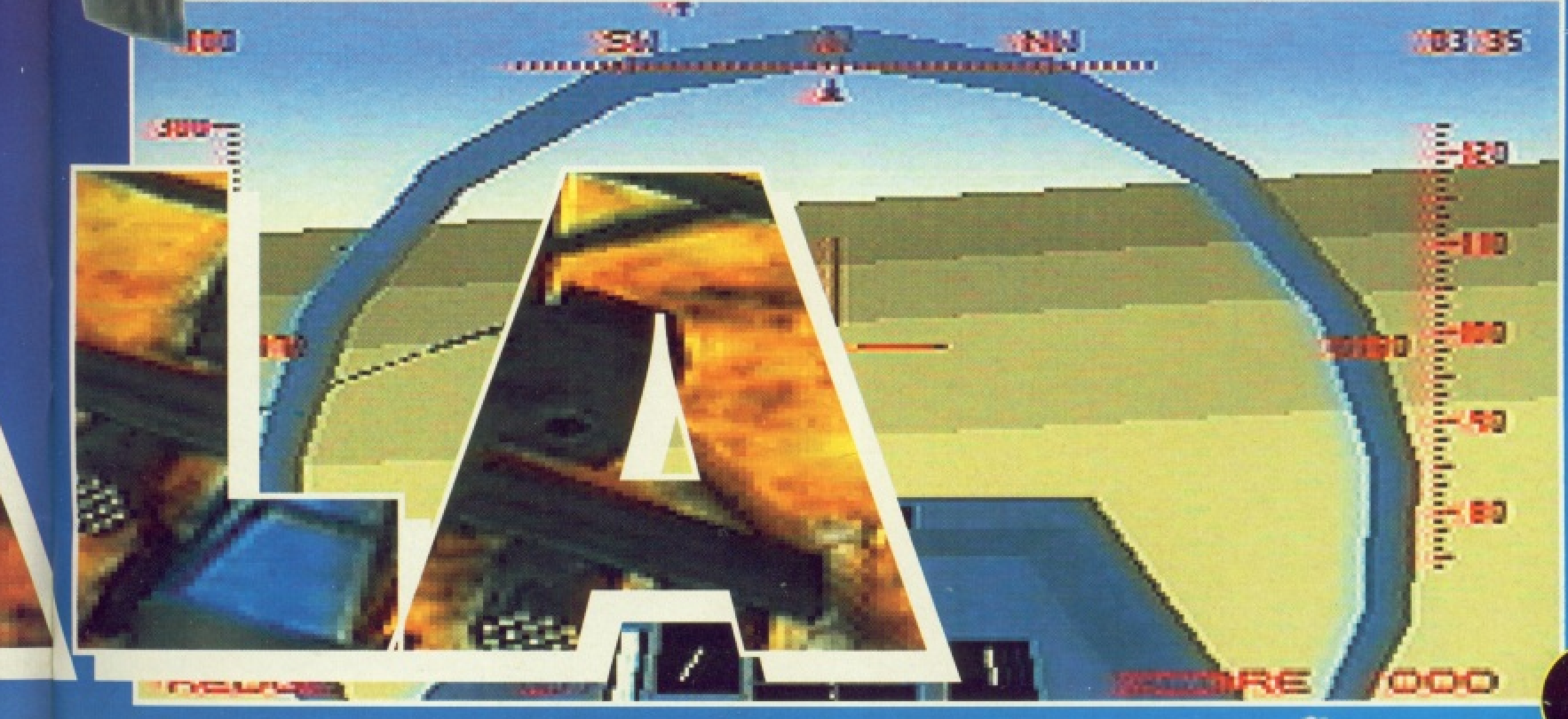


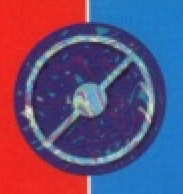


"First Flight Tutorial". This gives you all the information that you need in order to complete your first peaceful flight. It's really rather easy at the end of the day.

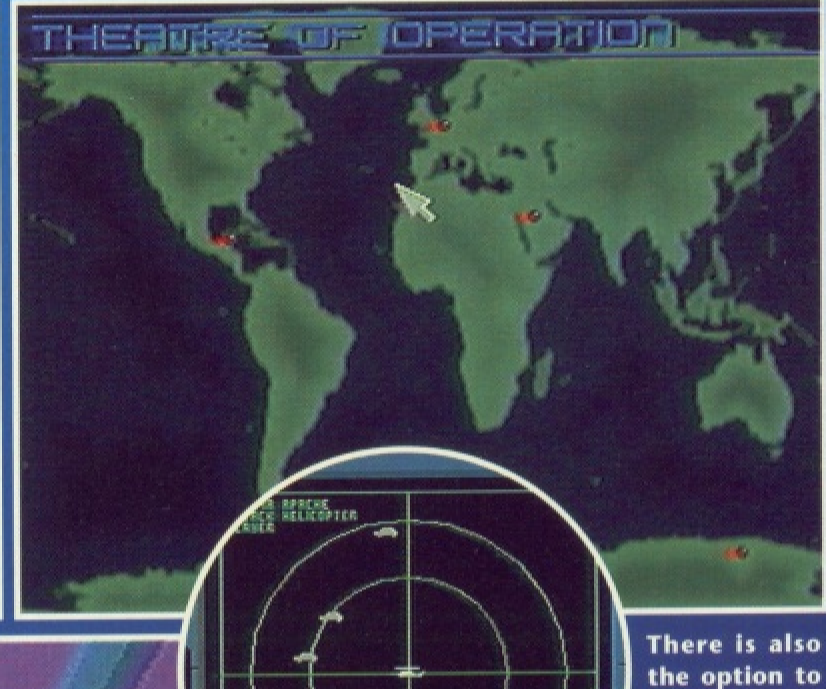
Essentially there are two things to remember. Holding down the right mouse button whilst moving it will move your virtual head within the helicopter and so change your view. Moving the mouse on its own will control the helicopter. This is the essential stuff that you need to know in order to actually fly the helicopter. In the instructions it tells you how to reach the main screen and from here you can select all sorts of stuff including the Radar which you can adjust in range. This is seen inside the cockpit of the helicopter. However what they don't tell you all about is how to use the weapons. Well they do but you have to read a whole load more instructions and they advise you to. However by this point I'd finished my cup of tea and was ready to play weapons or no weapons. It was a minor disaster to say the least. I didn't know how to shoot at anything and surely that is the whole idea of a game like this. Well time went on and soon enough I found out what keys made the weapons system work. The space bar selects your weapon and then the right mouse button does the destructive bit of firing the weapon and if you press F4 you even get to follow the missile to it's target, or in my case straight into the ground. So what exactly is all this about. Well firstly it's available for the A1200 and the A500 with an accelerator chip. This is a "...fully configurable 3D battlefield helicopter action-simulator!". Well what can I say to that, sounds impressive? Well it is.

"This is a "...fully configurable 3D battlefield helicopter action-simulator!""

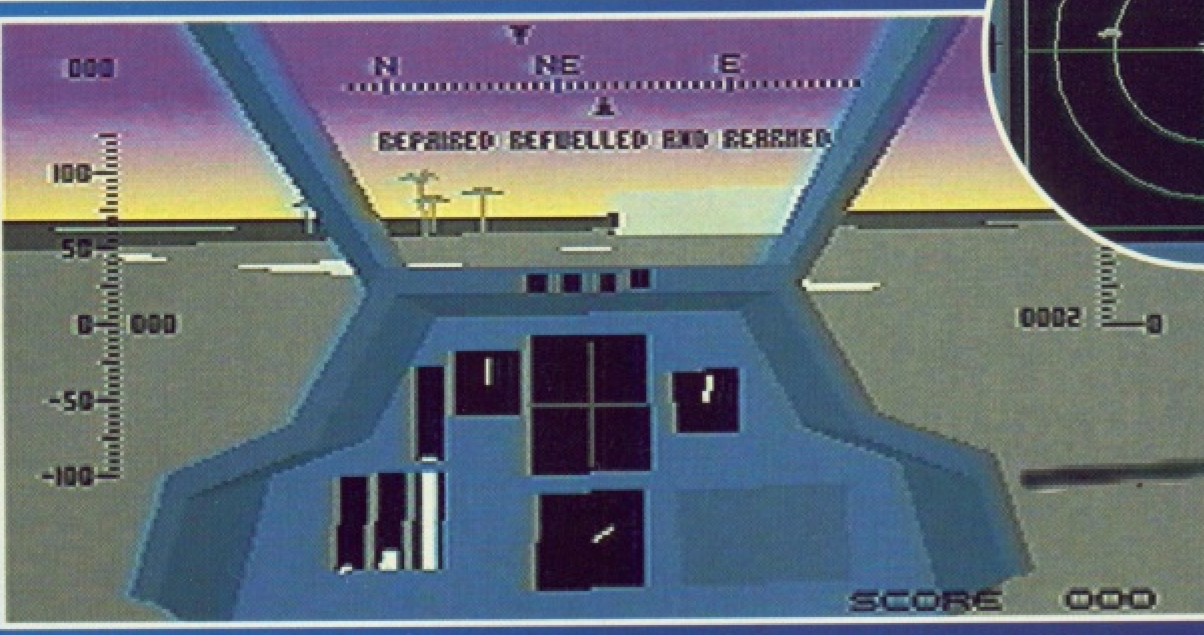




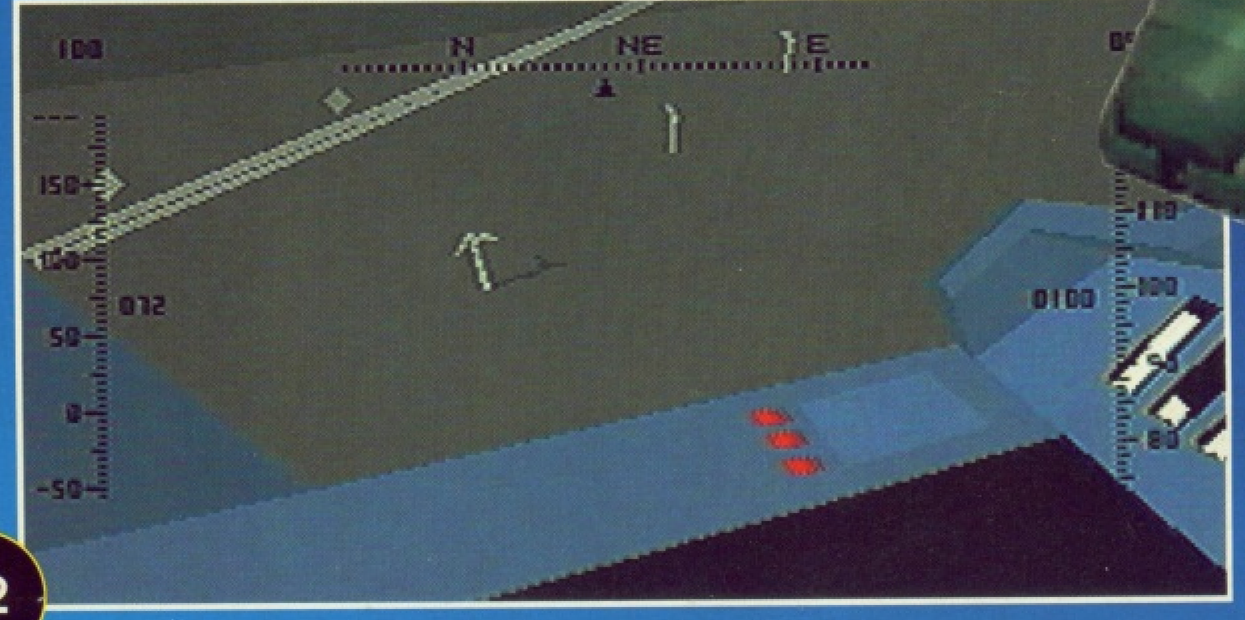




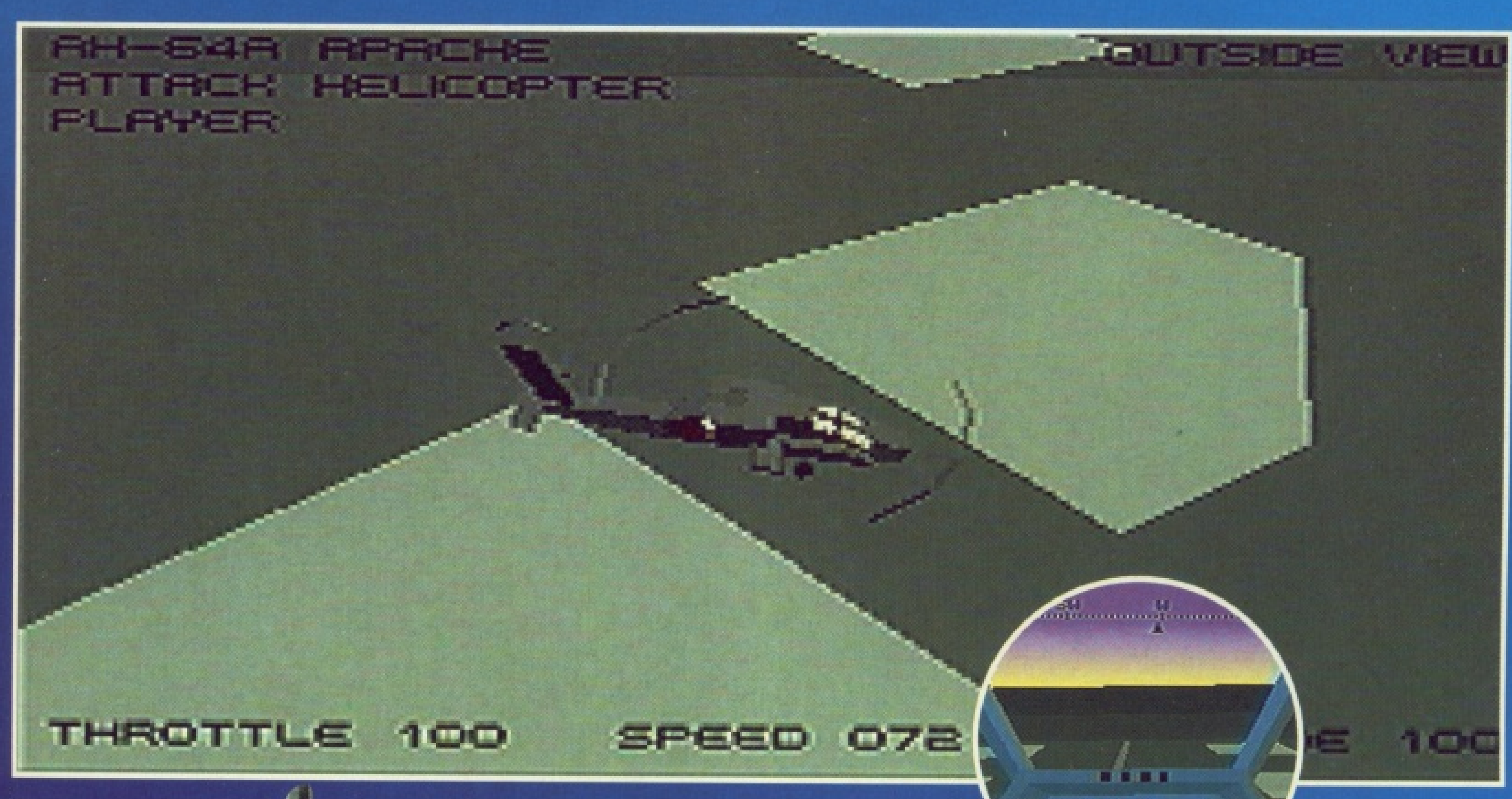
There is also the option to choose at which time of day you intend to take part in your mission. Dawn is the best option as it is, so I'm told, the finest hour for helicopter combat. Noon will mean that your enemies will be far more efficient striking faster with lightening reactions as the midday sun makes all targets clear to the eye. Sunset is a good time option if you are in Mexico or the Middle East as you will find that the drop in temperature gives you better performance. There is also the fact that things get even colder and tougher if you are in the Antarctica. At Night you will be able to use your PNVS (pilot night vision system), this will give you near perfect



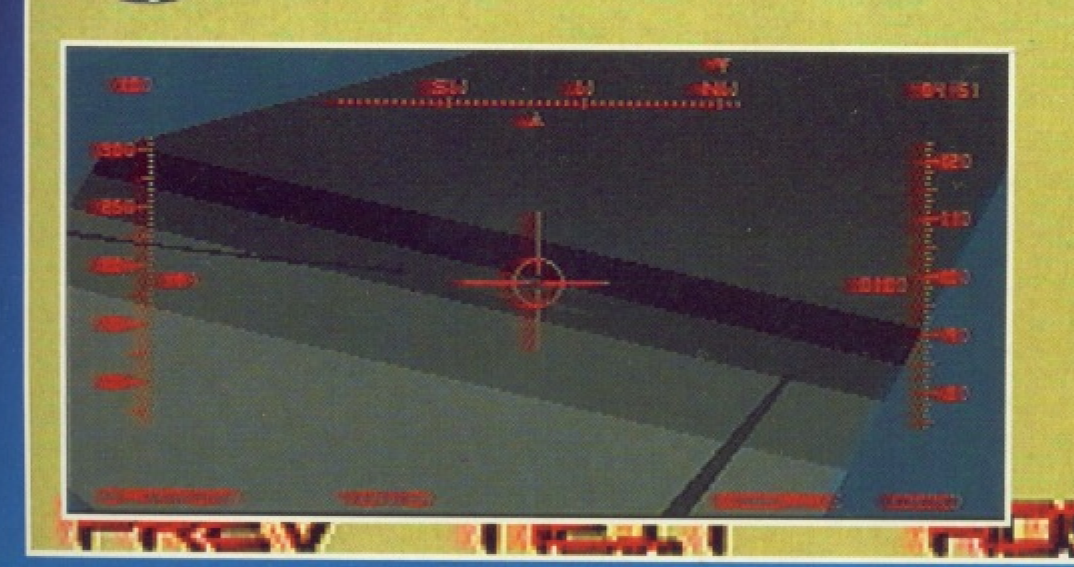
This really is quite something. There you are challenging all comers in a duel to the death in the skies above several settings.
When you start off you will find yourself presented with a main menu screen. From this you can have just about any sort of game that you would like. First of all you can select your theatre of operation. This is the combat zone that you will actually fly in. There is firstly Western Europe. This is a land of trees and fields with rivers and roads criscrossing the whole area. It is much as you would imagine considering it's called Western Europe. There is also Antarctica which is a total frozen wasteland. There's not a lot of places to hide and its very very cold. Central America is your typical jungle situation. Your are in the Finest battle helicopters as you negotiate these strange foreign lands and their air space. The final scenario for your battling is the middle East and its scorching heat.





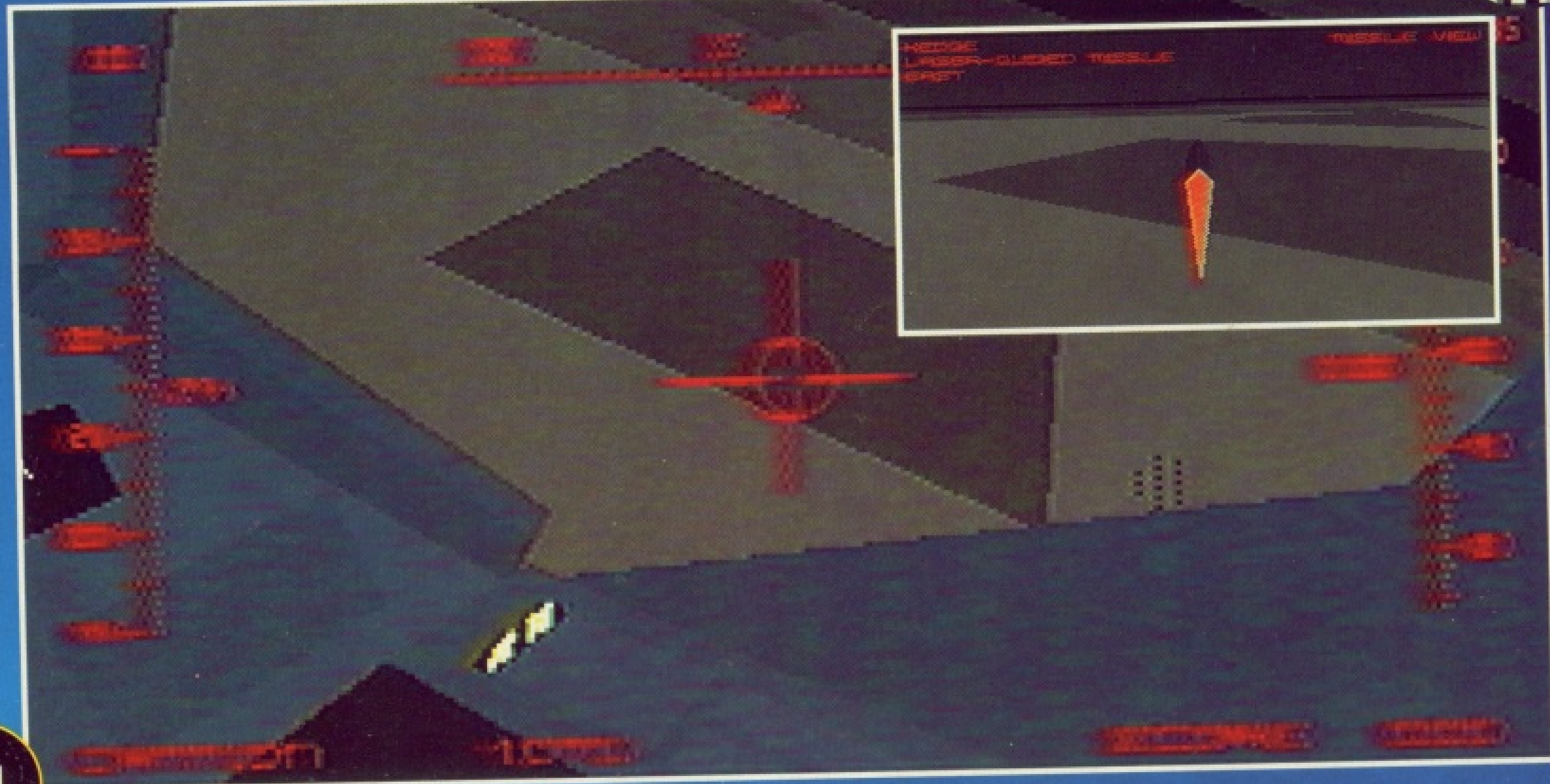


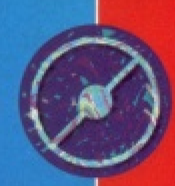
night vision! Not bad eh? Well it doesn't all end there. Oh no not by a long way. The next choice you must make is the scenario of your mission, the conditions of the battle. Firstly there is Peace, mmm... well I'm not sure about this one. I want to get on with killing people! Not poncing about in friendly skies. Well it is useful I suppose if you want to learn how to without the hassle of getting shot to pieces then it's a pretty good idea, I suppose. You can take full advantage to work out what all the controls are. Personally I work

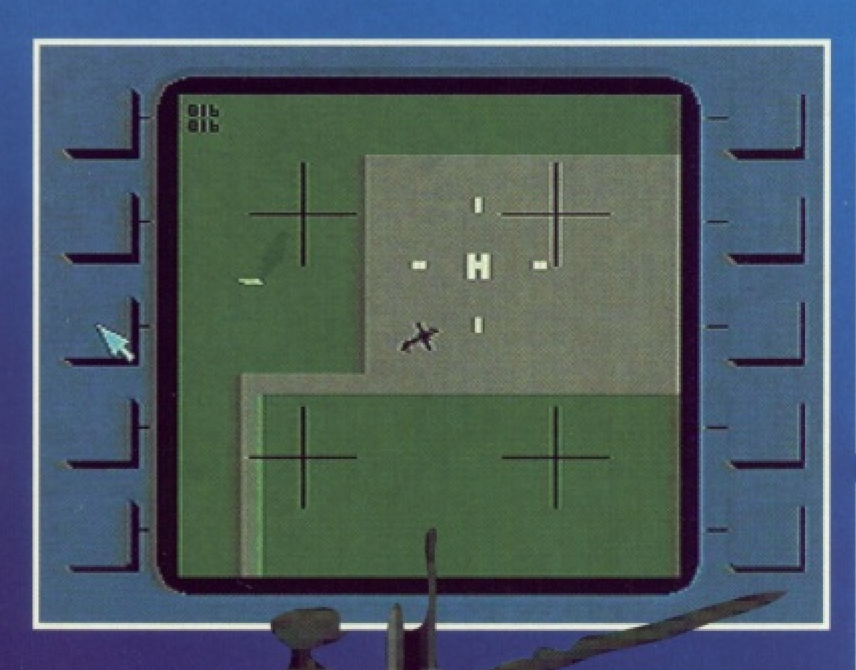


much better under pressure so I'd prefer to have people shooting at me whilst I'm desperately trying to make the helicopter do what I want it to do.

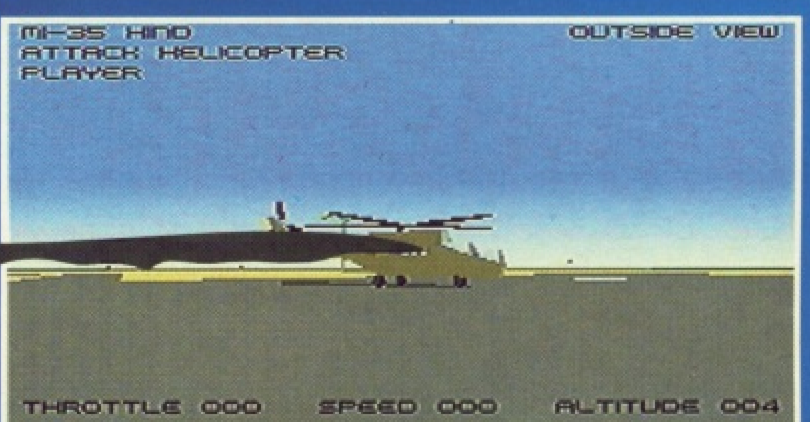
From the Battle scenario you can choose either defensive or attacking missions. There are a number of prepared missions for you to take part in and you will find that there are full briefings for each of these missions. If you choose











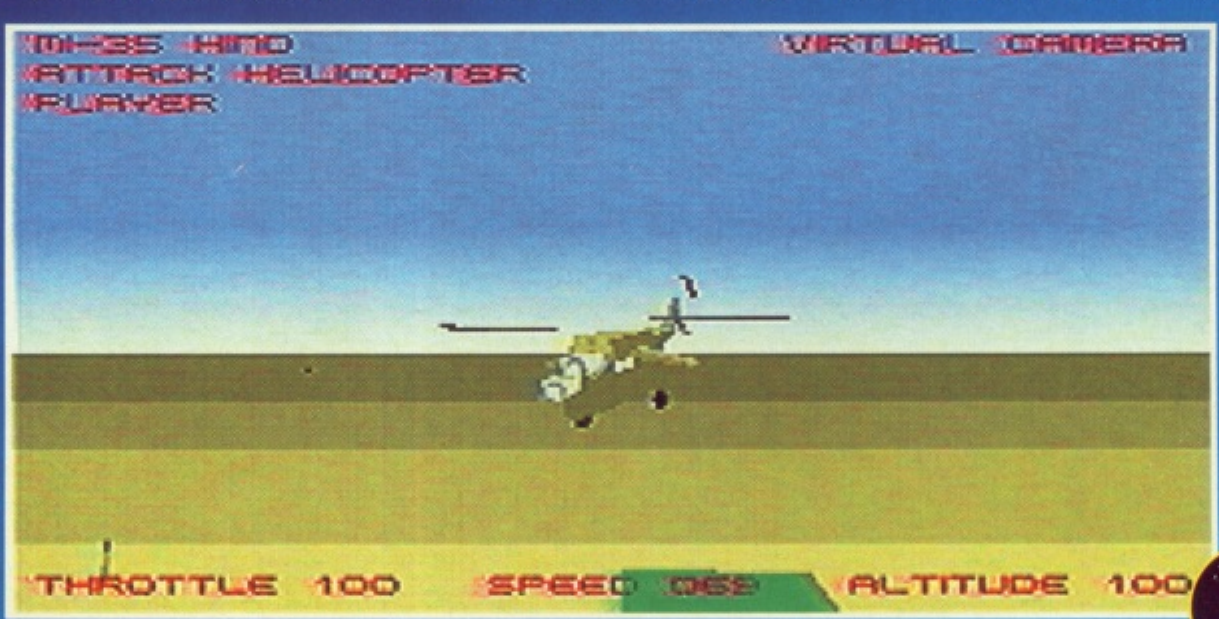
first appear. My favourite scenario is the random option. This gives you the chance to create the battle that you want to. You can choose up to twenty different types of vehicle appear in your battle from both sides.

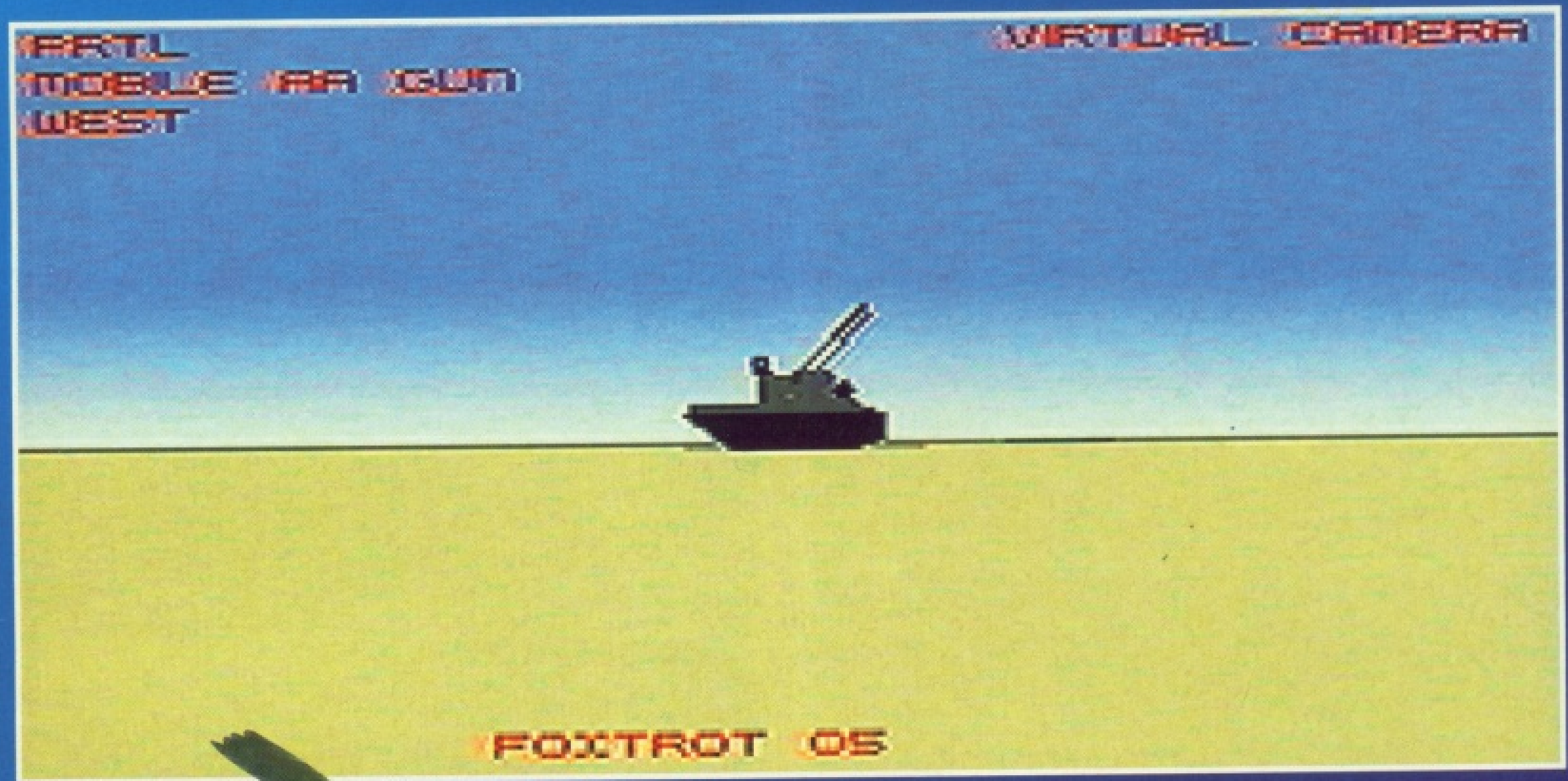
For each type of vehicle chosen you will find that you will have ten appear in the game. It is possible to create great battles making one side much stronger than the other. You can also choose different vehicles for target practice. The types of vehicles are seemingly endless. There is everything from Chinooks to F-15s to UN lorries and armoured cars and even Lada lorries T-72 tanks and Audi 80 civilian cars. Now if that's not product placement then What is.

There is also the practice a target option that will allow you to practice on any single type of vehicle. This is very useful for honing up your destructive abilities. The final choice in this section is Total War and it's every bit as destructive as it sounds.

Now for the helicopters themselves. Well there are four different Gunships to choose from and they are all pretty tuff looking things. Firstly there is your standard Apache AH-64A which is a run of the mill Heli gunship, if you can call any of these things run of the mill that is. Well there is also the Eastern bloc MI-28 Havoc and MI-35 Hind, Two awesome beasts (especially the Hind). The best different helicopters then you will find that you have different briefings. It is possible to be playing for the Eastern forces or the western forces depending on which of the helicopters that you choose. This is actually a great idea as some of us fancy being the enemy as it were! The Random scenario is described as "The ultimate Challenge!" You have no idea what is going on and it is up to you to work out your situation and react accordingly. Mmm... not as easy as it may

"The AH-88 Coala is an experimental helicopter gunship that will seriously kick arse."





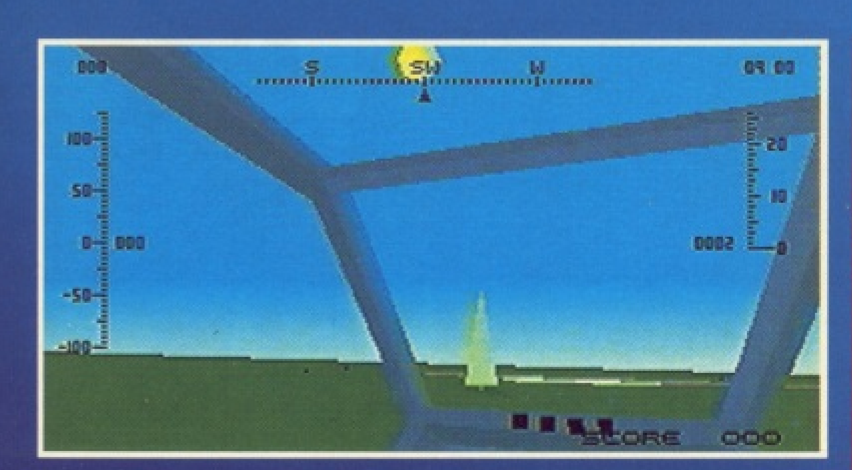
of the lot though is the AH-88 Coala. This is meant to be an experimental helicopter gunship that will seriously kick arse. However there is a problem. You can't get your hands on it until you have had some serious practice and demonstrated your skills by gaining one hundred points. Not the easiest of things to do let me tell you.

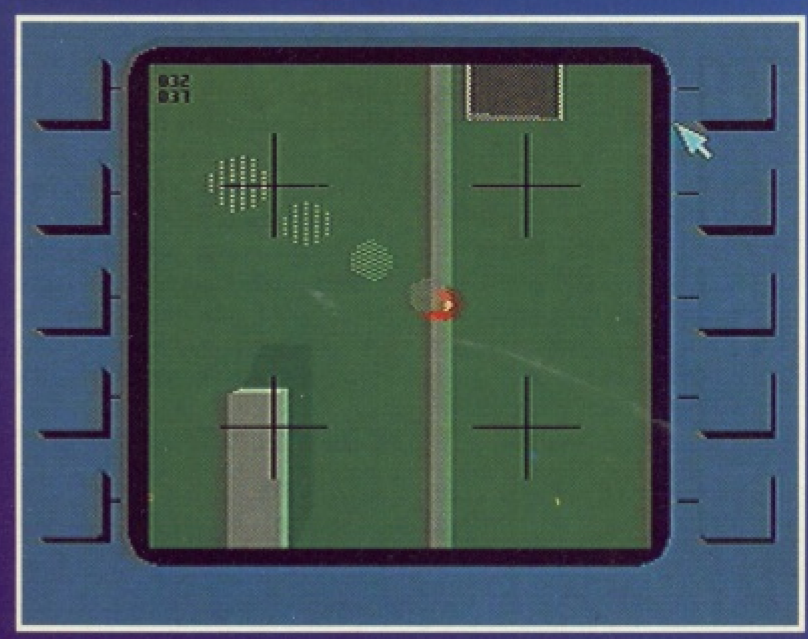
Right where to next. The thing is about this game is that it's so massive that there's more than I can possibly tell you about in the game so you have to go out and buy a copy in order to see what it's really like and how good it really is. Well I guess the next thing for us to have a look at is the choice of weapons. Well there are three standard weapon combinations that you can choose from. They are good for different thing. One choice has a load of small missiles good for escorting or blasting large numbers of unarmed vehicles. The other weapon sets are good for either combat situations with a large variety of opponents or combat with more heavily armoured opponents. You also always get two air to air missiles (either Aphids or Sidewinders) to deal with the fast jets that are often sent out against you. You also do of course have a chain gun. The weapons are selected using the space bar. Some are aimed by using your helmet sight so you must use your virtual head in order to move the sight and some have fixed sights that mean you must move the helicopter as well.

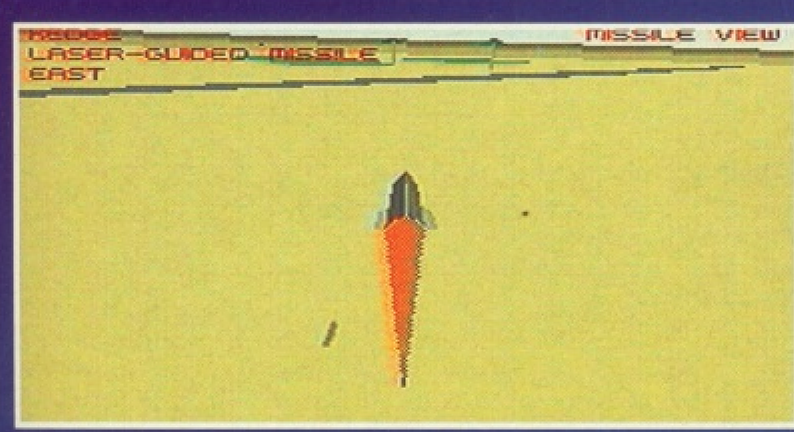
The standard display is the



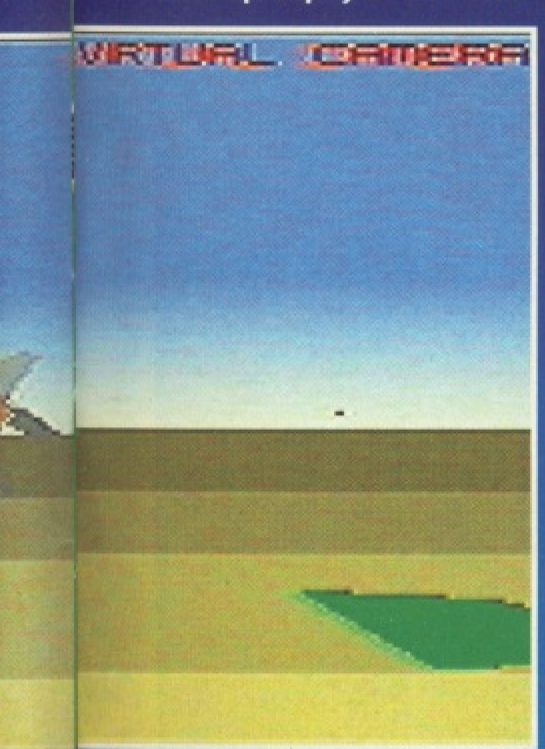








head up display or HUD. This gives you all sorts of info including direction, speed, time, current weapon and cross hairs for the weapons. There is also an on board computer that will allow you to operate the Radar, the satellite view. This Satellite view can be moved around and can also be zoomed in to make sure that you can keep your eye on what's going on. The virtual camera will look at every vehicle in the game including your own. There are also special manoeuvres that can be done but if I go on any longer I'll run out of space. Basically here is a very very good game. I know some people hate flight sims but me, I've been converted! This is ace and above all it's a Whole load of fun!



THE VERDICT

I love this game. It really is excellent! A shoot 'em up that actually requires some thought. The music is totally superb and the in game sounds aren't to bad at all either. The graphics are very simple polygon style but they are very effective at creating really good three dimensional effects that are of course essential in any type of flight sim. To actually call this a flight simulator would really be to treat it a bit to seriously. After all this game is a load of fun. To refer to it as a shoot em up would really be not taking it seriously enough, so it has to be said that it lies somewhere between the two. The game play though initially hard to get to grips with is soon mastered, well, you might be good enough to move in the direction of your choice. To actually get to the point where you are really proficient will take you much longer. There is a definite learning curve to this game. I like that! It's not something you can instantly master yet you will find that it isn't too frustrating while you do get to grips with it. There are hundreds of really useful options that add to the game rather than detract from it like those useless options that you find in so many games nowadays. This is a game that is well worth buying in my opinion.

A1200

Publisher : Empire
Developer : Bitfusion

£29.99 December

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 3

GRAPHICS 87%

SOUND 85%

PLAYABILITY 90%

LASTABILITY 92%

OVERALL 90%

CD32: No CD32 is not planned

A500 / 600: The A500/600 version runs only on accelerated machines.



Team! Yes you've guessed it, it's another football game!

It was another of those days. I made it into the office far to late. I snuck in nursing my hangover and trying desperately not to get noticed. In my 'morning after the night before state" I managed to knock over just about everything that was in my path creating all sorts of bedlam. Oh well! My ruse was rumbled, everyone knew I was late, I staggered to my desk and sunk my aching frame into my rather comfortable leather chair. I reclined slightly and noticed that there was a large parcel on my desk. Another game! Excellent something that I could settle down in front of for a while whilst the throbbing in my head died down. I opened up the packet and pulled out a strange looking box. It was smaller than your average Amiga game box and it looked as if some children had been drawing football players badly on it. mmm... was someone having a bit of a laugh! That was all I needed. A letter fell out with this rather amateurish looking game. It said that this was the reviewable version of the game that we previewed a couple of months ago, Team. Oh dear! I hoped that the gameplay had improved a bit because it was at the previewable stage the hardest football game that any of us here had ever seen. In my delicate state I needed something that was going to treat me well and allow for the odd slip up. It seems that this was the final version, boxed up and ready to go. Surely they don't really expect to sell it in the box that they sent me? The letter seemed to indicate that this was exactly what they were going to do. They said that only the disk labels had not been finished. I opened up the box to discover that there was only a single very innocent looking disc. Well I slapped the disc in its slot an powered up my trusty A1200. The volume was set far to high and I managed to swamp the office and my head with some very strange music, It's

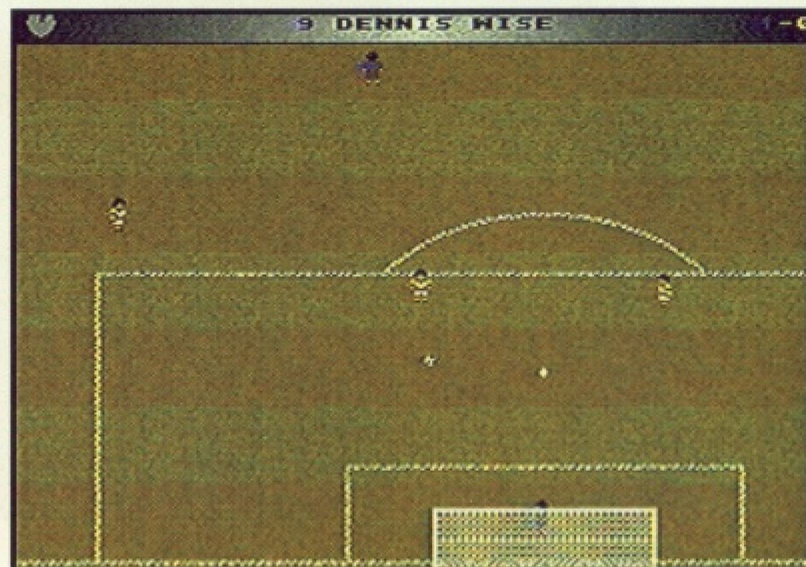
MAIN MENU
FRIENDLY MATCH
LEAGUE COMPETITION
CUP COMPETITION
GAME OPTIONS
ACTION REPLAYS
EDIT TEAMS

DANNY HILL

9 DENNIS WISE
CHELSEA 1
TOTTENHAM HOTSPUR 0

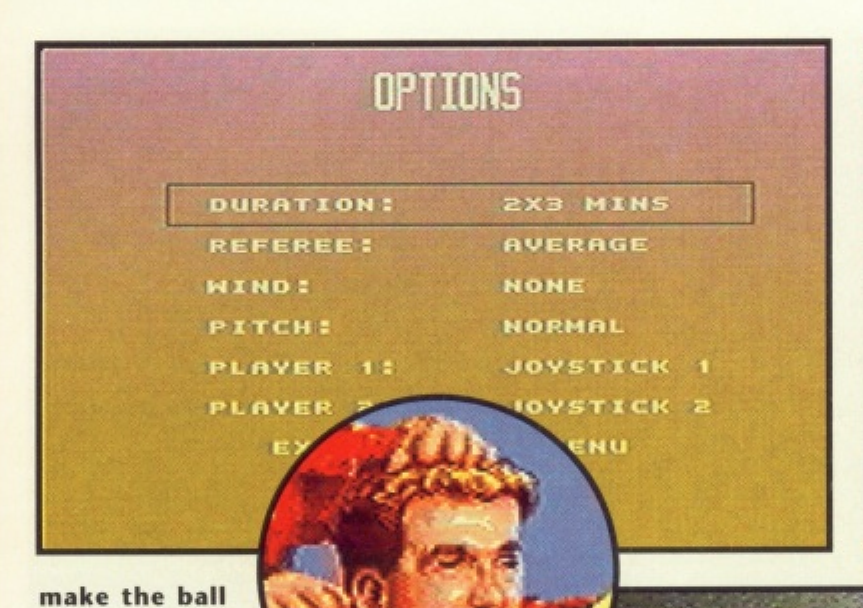
actually quite OK but my head and the rest of the office didn't want to know. After scrabbling for the volume control and eventually setting it to an exceptable level I had a chance to look at the two title screens. They where somewhat akin to the box, rather dodgy looking football players and a rather dodgy looking trophy. However one thing that I have come to realise is that you can't judge a book by it's cover, or in this case a game by it's box and it's intro screens. When I eventually worked my way through a whole load of options I got to the point of actually playing a game. What I saw staring at me from the screen was a game that looked remarkably like Sensible Soccer. This game looked very much like it was trying to emulate one of the (in my opinion) finest football games available for the Amiga. However it was nothing like it to play. The controls were a nightmare. I soon realised that all the controls were based around one button things got a lot easier, up to this point I was being thrashed about ten nil and this seemed remarkably like the preview copy that we had. Eventually I started to climb my way out of this pit and eventually got to the point where I actually scored the odd goal. Despite this after several days of playing and most of the others here having a good session none of us have yet won a game! I don't think much of the controls of this game at all.



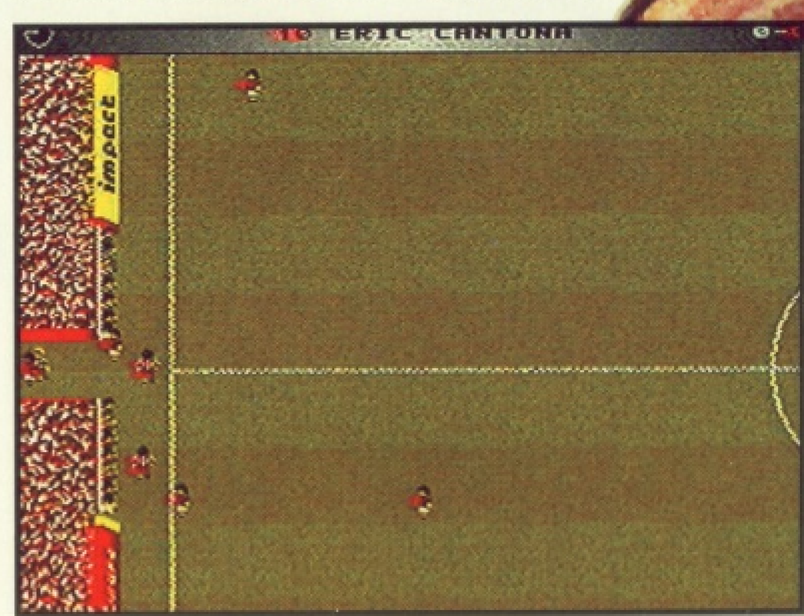


"after several days of playing none of us have yet won a game!"

The player that you are actually controlling is the one that is nearest the ball. There is a little arrow above his head just to make sure that you realise exactly whose strings you are pulling. The problem with this in this game is that you'll be desperately chasing a player along the pitch and suddenly the player you are controlling is changed and you end up sending the new player you control in a totally wrong direction. This is rather annoying when you are deep into your own half and they are about to take a shot at the goal. There doesn't seem to be anyway to



make the ball stick to the feet of the player that you are controlling and you tend to find that it's difficult to change direction whilst dribbling the ball without loosing control of the ball. This is also a right royal pain in the arse especially if you have succeeded in getting through countless opposition and are about to go for a shot at goal. If you hit the button whilst pushing the direction pad whilst you are not in possession of the ball you will achieve one of two things. If the ball is on the ground then you will perform a sliding tackle and if the ball is in the air then you will perform a header. The sliding tackle is the move that I seemed to pull off with incredible ease even if it wasn't what I actually wanted to do. It seems that this is a standard move in Team that you will find hard to avoid. The amount of time that you keep the single fire button pressed down for will determine the power of your kick and how far it goes. This is very hard to get used to. A lot of the time when we were simply kicking off we found that we would all kick the ball far to hard to the guy next to us and it would simply bounce off him directly to the feet of the opposition! Another major irritation! To pass the ball you have to simply tap the button once facing the right direction. Anything more than a tap and you'll give it a hell of a kick. This really was lost on us, passing became a bit of a problem as did receiving. Trying to receive the ball and then twist around with it is next to impossible. Also it seems that even if you do actually have possession of the ball you can still do a sliding tackle on the ball by mis-





take, just what is it with these sliding tackles?

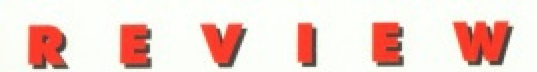
The game does have some nice touches. It is possible to substitute players whilst the match is taking place and it is also possible to change a players position. These really didn't seem to make all that difference though I'm sure that to the trained eye they make all the difference in the world, fun to muck around with anyway. There is also a replay facility that will allow you to watch the last few seconds of play. It's very limited and not really of any use whatsoever in my humble opinion.

The main menu will offer you a whole load of stuff. There is a friendly game, a league competition a cup competition, game options action replays and edit teams.

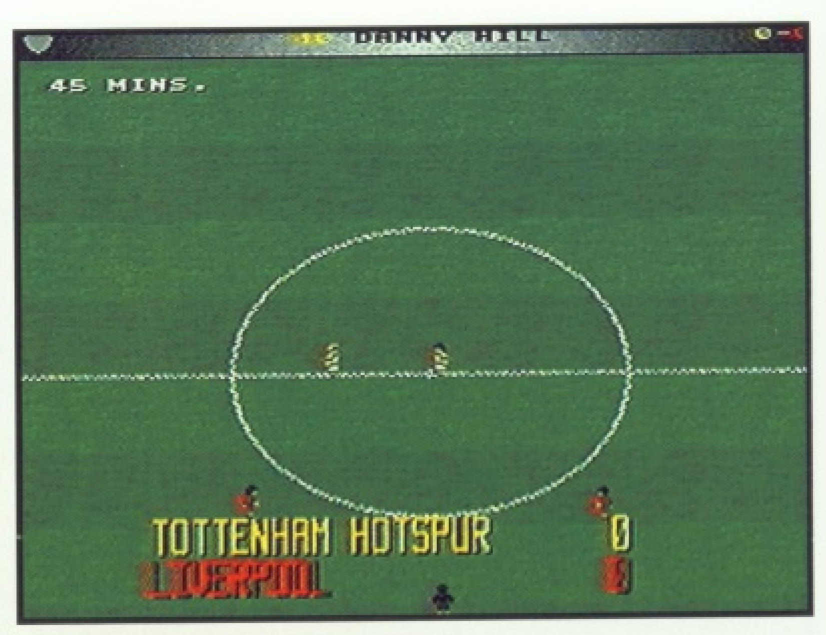
Under the edit teams option you can change the pattern and colours of a teams home and away kits, hey that's really useful! Well some of my fellow games reviewers like it as they get a chance to manage there own favourite teams, me, well I'm not all that bothered about what colour there kit is though I know a girl whose very upset that

MATCH REPORT

SOUTHAMPTON		MANCHESTER UNITED
0	GOALS	1
37	POSSESSION	63
0	FOULS	1
0	YELLOW CARDS	1
0	RED CARDS	0
0	CORNERS	0
0	GOAL KICKS	0
0	THROW INS	3
1	FREE KICKS	0
0	PENALTIES	0
1	SAVES	0

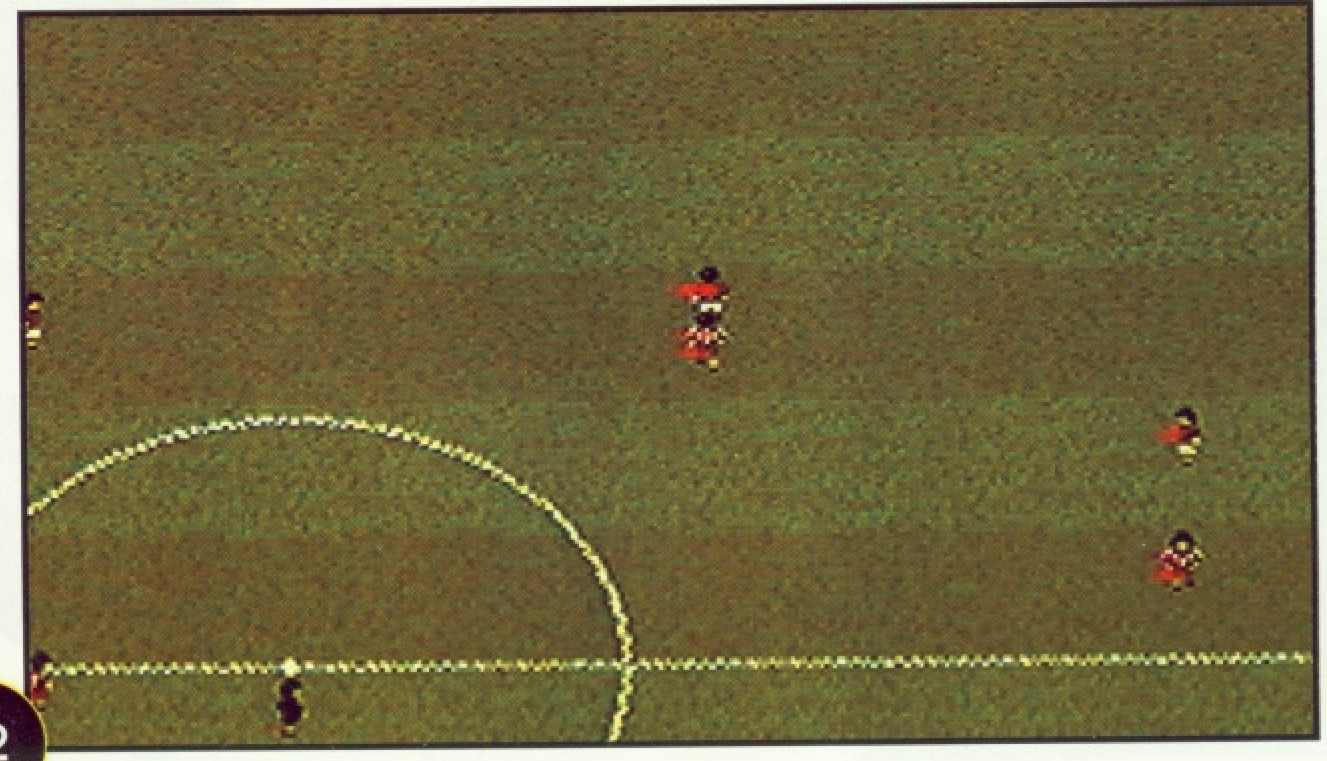



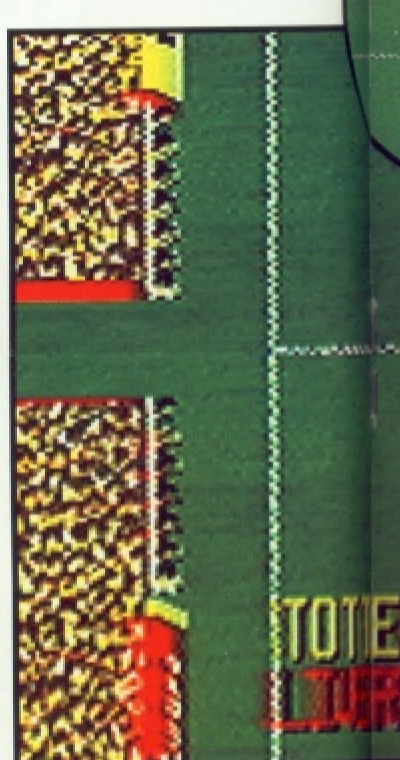




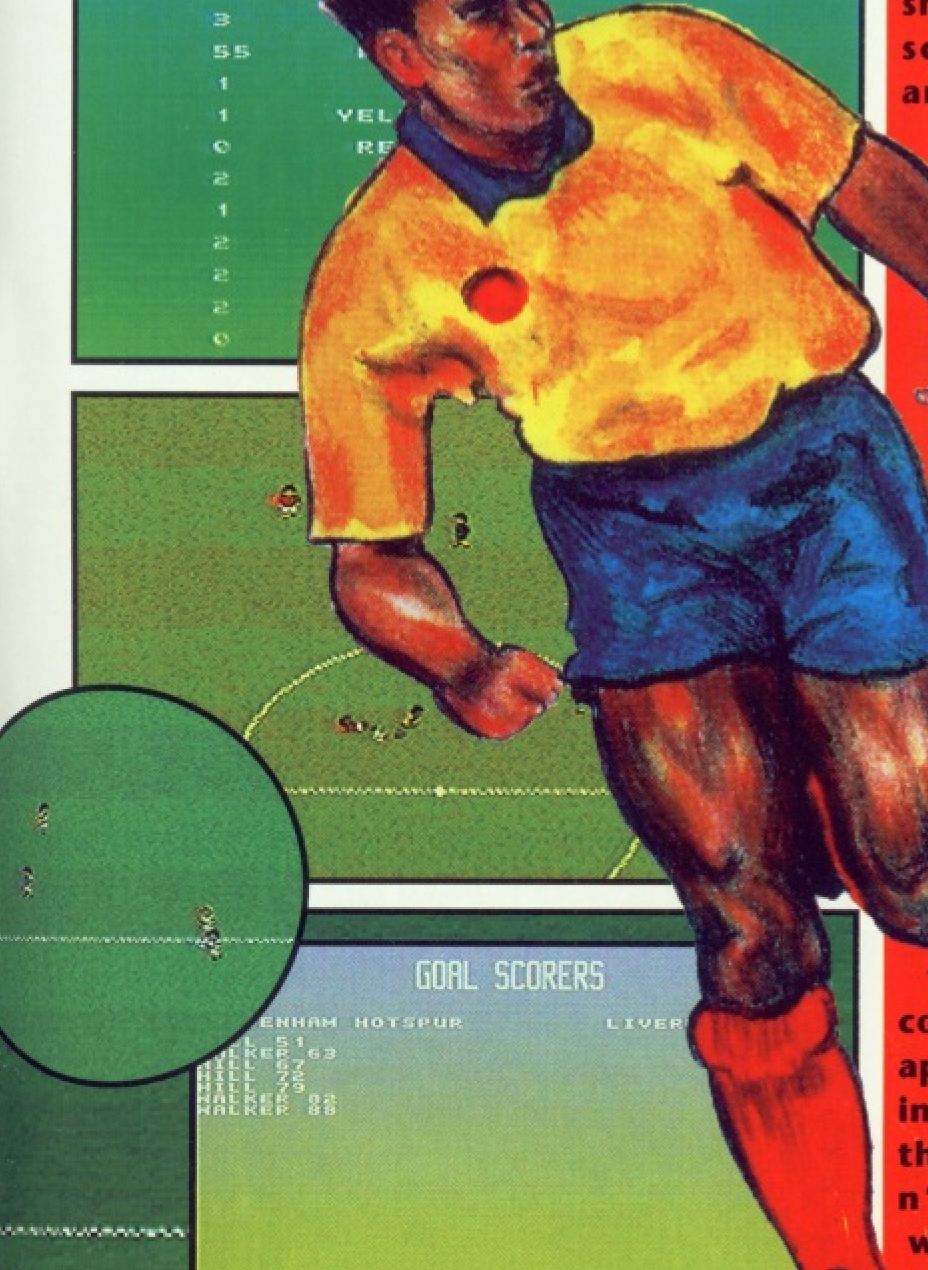


Tottenham have changed there sponsor and I'm pretty upset they sold Barnby! You can also change the tactics ie. 4-4-2, 4-2-4, 4-3-3 and so on! It is then possible to load and save teams. It is possible to save and load your favourite replays under the replay option. Under the game options it is possible to change all sorts of stuff. Each half can be one, two three, five or ten minutes long giving you pretty much everything from a two minute game to a twenty minute game. The referee can be set to be strict, average, lenient or random.There can be no wind or strong, medium, light and random. The pitch can be normal, muddy, soggy, dry, plastic or random. The wind does actually make some difference but None of us really noticed much difference between any of the surfaces.









THE VERDICT

So here's another football game. This has to be the worst presented game that I have ever set my eyes on but you can't always judge a book by it's cover, or can you? The box tells you that this game has " Innovative gameplay, smooth multi-directional scrolling, huge playing area, brilliant colourful graphics, over 2000 frames of animation, fully animated crowd, high quality sound effects, two superb soundtracks, many exciting options, high-tech action replays" mmmm....... Is this really the case. Well It has got Smooth scrolling graphics and they are multi-directional, Also I'm sure that they're not lying about 2000+ frames of animation. The gameplay however sucks. None of us here at the One liked it one bit. It was hard to control and seemed very ham fisted in it's approach to controlling the players actions in general. There are some nice options in the game but this doesn't save it. I wouldn't buy this game and I have to say I wouldn't really advise anyone else to either. It's OK but it simply isn't brilliant and Sensible World of Soccer is in our opinion much better!

A500 / 600

Publisher : Impact
Developer : In House

£29.99 (inc p&p)

Mail Order Only

Joystick

Memory 2MB | Disks 1

GRAPHICS	75%
SOUND	70%
PLAYABILITY	65%
LASTABILITY	65%
OVERALL	69%

A1200 There isn't going to be an A1200 specific version, but this A500 one works fine.

CD32 Look mate, your machine is dead, Comprendez? Dead. D-E-A-D. Dead!



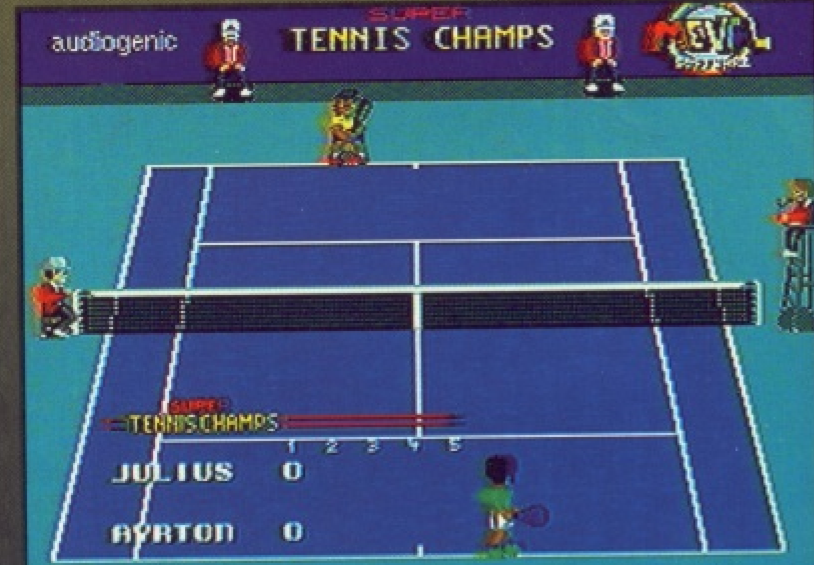
SUPER TENN

From cover disk to full on release! What has this game got?From cover disk to full on release! What has this game got?

Sports Games? I ask you, how do these people who bring us all these sports games think that they can recreate the excitement of multi million pound sports. They can't can they? Well it may be said that there is nothing real sports but they are rather exhausting and many of us simply aren't built for it, also most of us will never have the chance to really competing in a top notch international competition for anything. So where are we left? At home in front of our Amigas, that's where. Maybe the software houses can't recreate the real thing but they'll have a dam good try. Tennis has always been a sport that I've liked. It's fast exciting and full of characters, where else would you have found such men as Bjorn Borg or John McEnroe, well perhaps in a debtors court or a looney bin, but here they are allowed out in public to entertain us. So the latest crop of fine players may be a little tamer in their approach to the sport but it's still good entertainment. Queens, Wimbledon, these are the scenes of great duels involving Two opponents ,a racquet ,a fuzzy yellow ball and only a net between them. What a scene for gladiatorial competition. Well there have been several ace tennis games released for a variety of formats. One that I was particularly partial to was Super Tennis on the Super Nintendo or SNES. This was a truly playable game with lovely graphics and loads of colour. It seems now however that there's a new kid on the block, a new contender for the title of best Tennis game in the world ever. Surely this is a game that'll be up there with the best. The game is of course Super Tennis Champs. It is remarkably similar to Super Tennis on the SNES, that cold of course be purely coincidental, couldn't it? There is actually a difference, Super Tennis had a whole load of buttons, this can be seen as unnecessarily complicated or it can be seen as an advantage. Which ever way you look at it it's different. What's the story behind this game though? It isn't all that nor-

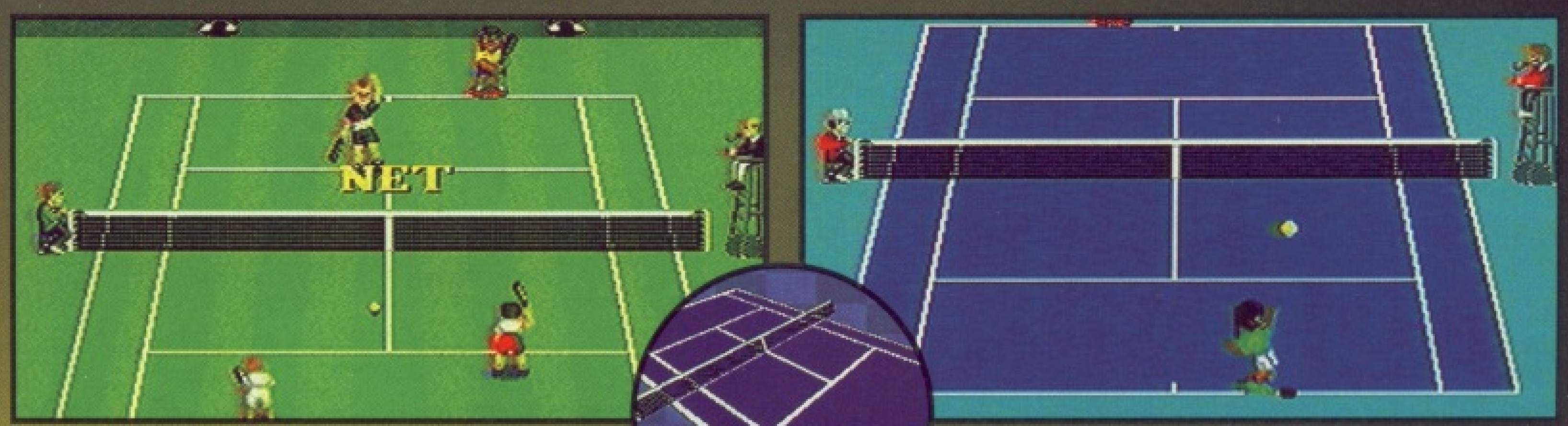








NIS CHAMPS



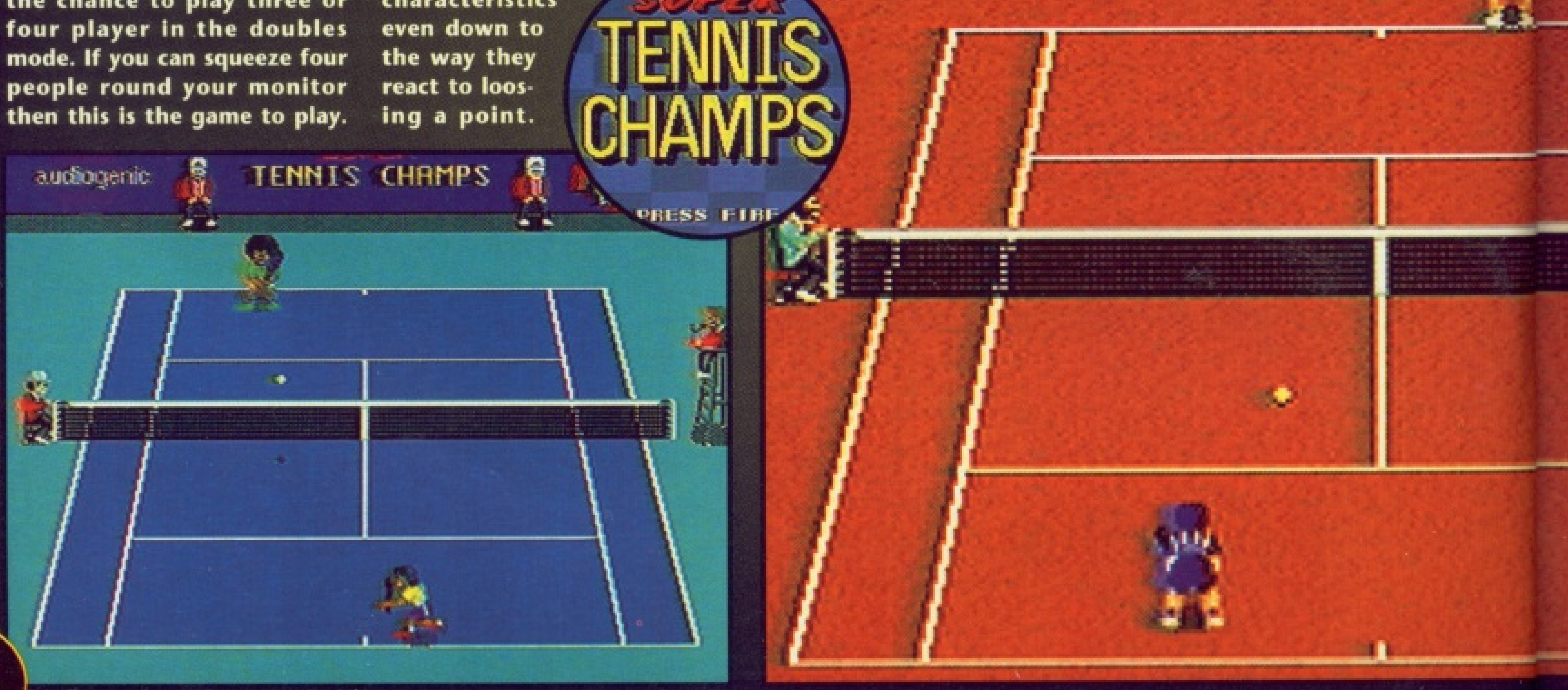
mal. The game was sent in to a certain other Amiga mag that will remain nameless. It was at this stage called simply Tennis champs. It ended up being put on a cover disc and it went down a storm. The reviewers at this other mag believed that this had to be the best Tennis game available for the Amiga. I had to agree. It was quite simply one of the finest new games that I'd played in ages and ages. Well since then it has been snapped up by a software house and it's being released after a major tidying up session. The original game was a tad under developed, now however it is a wonder to behold. OK so the graphics aren't totally amazing, there are no rendered bits and it isn't totally breathtaking in it's realism, however it is very nice to look at. All the colours are really bright and clear. The players themselves along with the backgrounds have all been noticeably tarted up since the preview copy we got our hands on a few months ago. The game itself is however much the same, well afterall you can't improve on perfection can you. All the great options are there and the gameplay itself is still just as addictive. It seems as if the



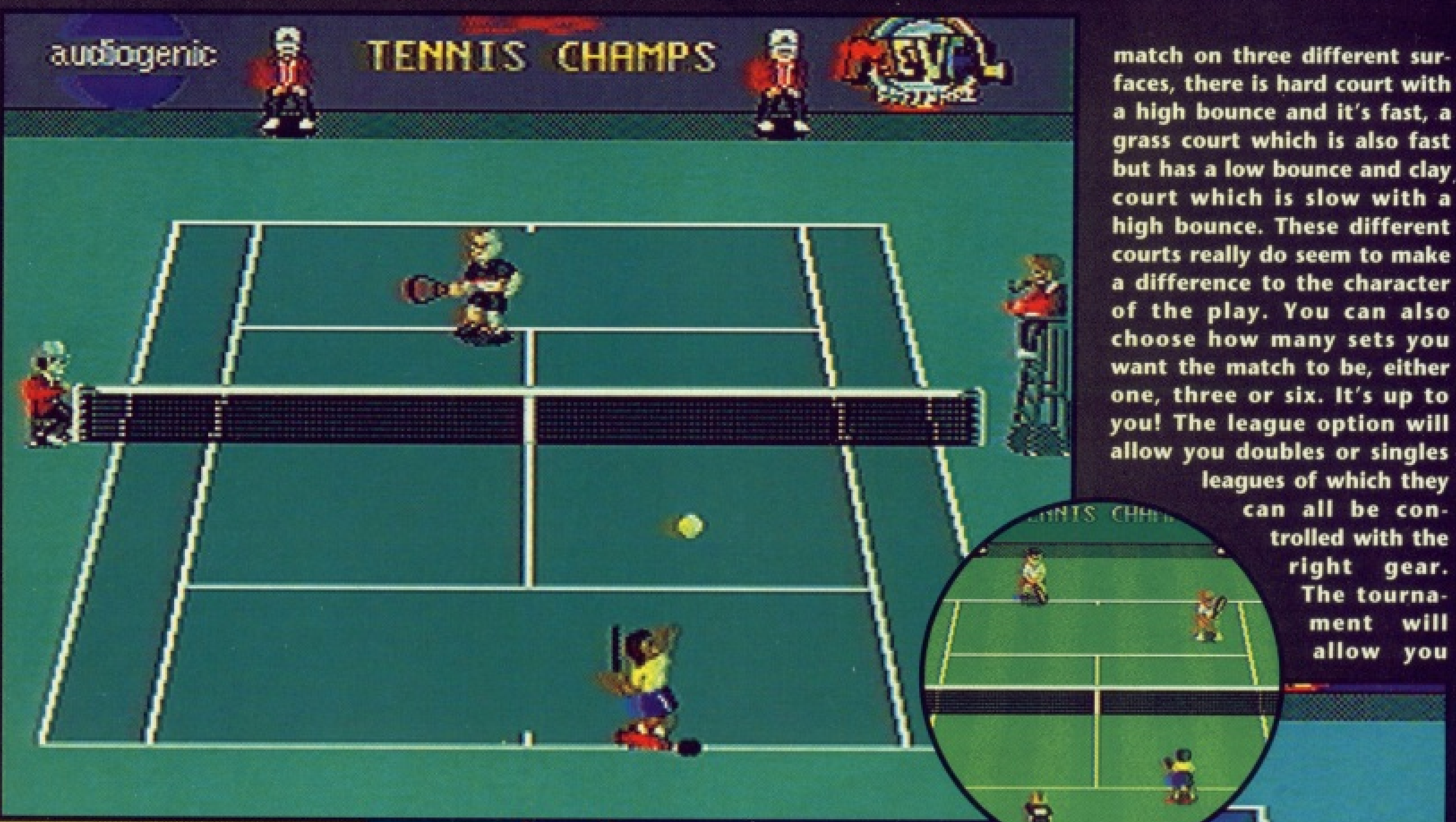
players might be just a little faster on their feet but I can't guarantee this is the case, it might just be me improving my tennis. Whatever they have done they haven't taken anything away from the wonderful playability of this game. The addition to the quality of the graphics is a blessing and creates a much more professional package despite the fact that there aren't hundreds of really flash title screens (there's only two, a rather simple title screen proper and a credits screen).

This game is simple and that's where it's beauty lies. There are just enough options to keep you interested without overdoing it. There is the chance to play one player and two player in both the doubles mode and the singles mode. On top of this there is the chance to play three or four player in the doubles mode. If you can squeeze four people round your monitor then this is the game to play. It could provide you with a load of rowdy fun as you struggle against each other in a tennis duel.

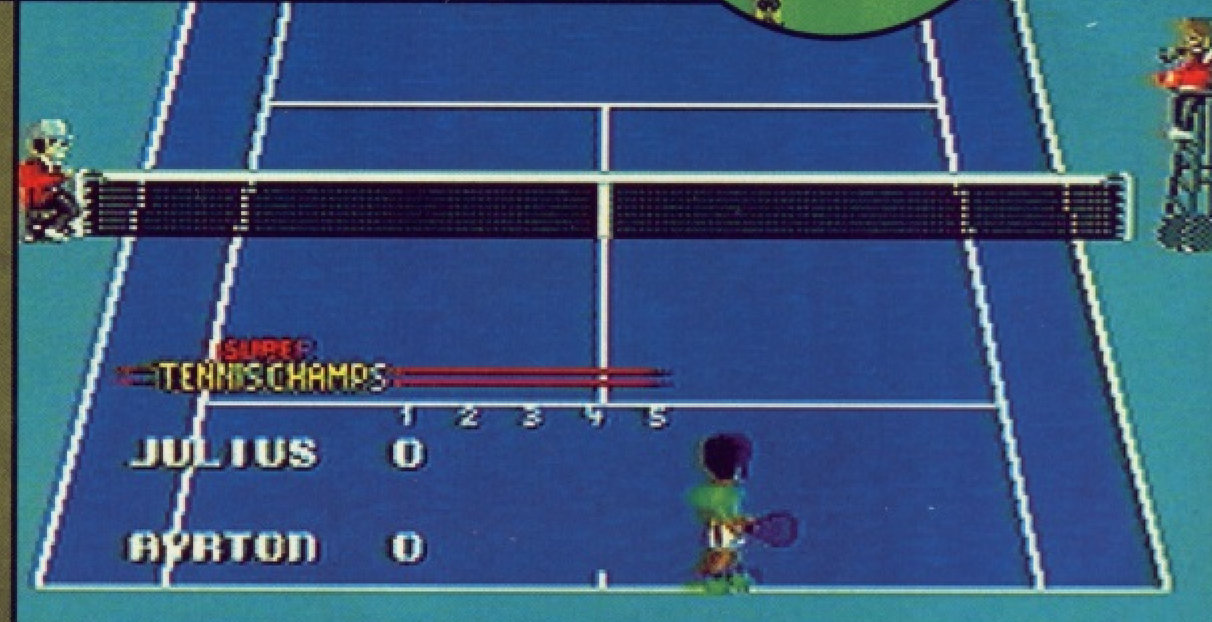
There are sixteen different characters to choose from when you select your player. All of them have very different characteristics even down to the way they react to loosing a point. This really adds to the game. You will, over a period of time find that you will get a couple of players who meet your style. It may be useful to read about them through the options menu. There are already two discs available with more Tennis stars. One has the top sixteen female



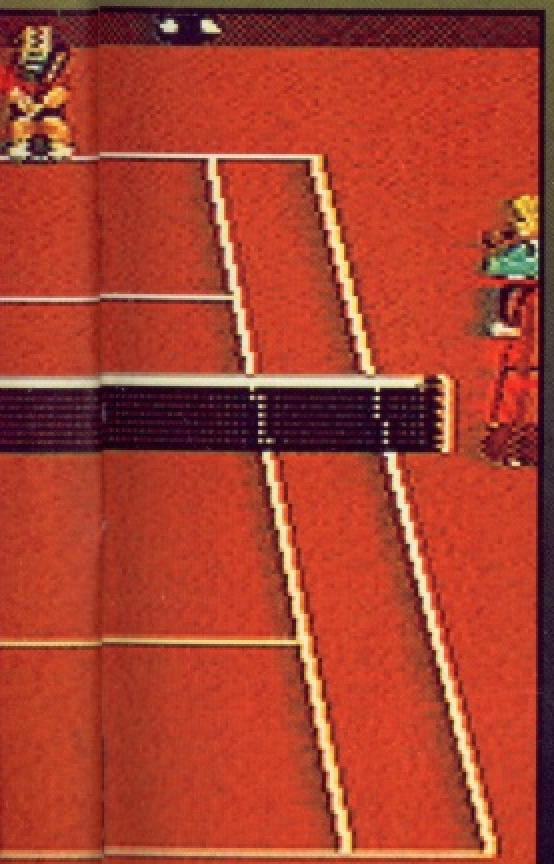
SUPER TENNIS CHAMPS



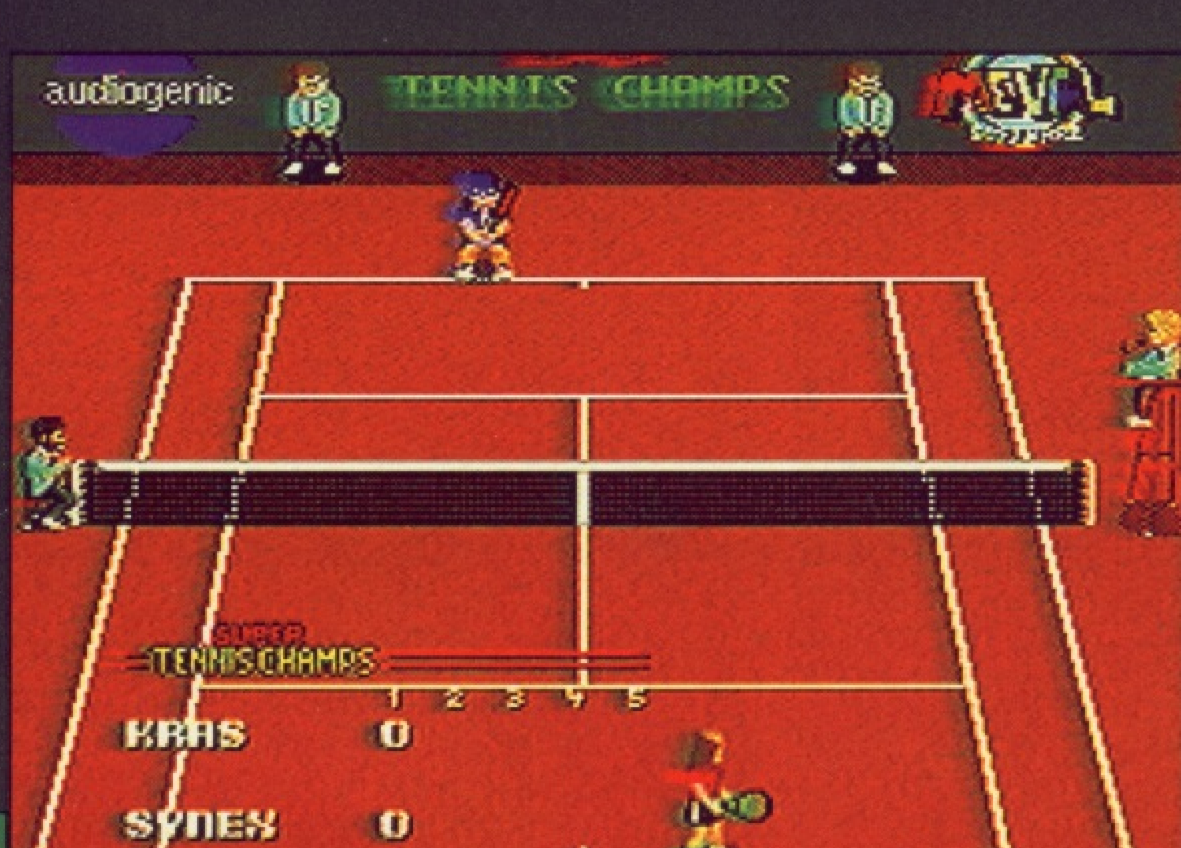
match on three different surfaces, there is hard court with a high bounce and it's fast, a grass court which is also fast but has a low bounce and clay court which is slow with a high bounce. These different courts really do seem to make a difference to the character of the play. You can also choose how many sets you want the match to be, either one, three or six. It's up to you! The league option will allow you doubles or singles leagues of which they can all be controlled with the right gear. The tournament will allow you



players from the STC tour and the second disc will have sixteen mixed doubles players. There will also in the future be a disc with male players from the STC hall of fame. They're all only £7,99 each!
On the menu screen you will find a plethora of options that will allow you do have any kind of match that you want. Firstly you can choose an Exhibition match. This is just a single match and it can be a singles or a doubles



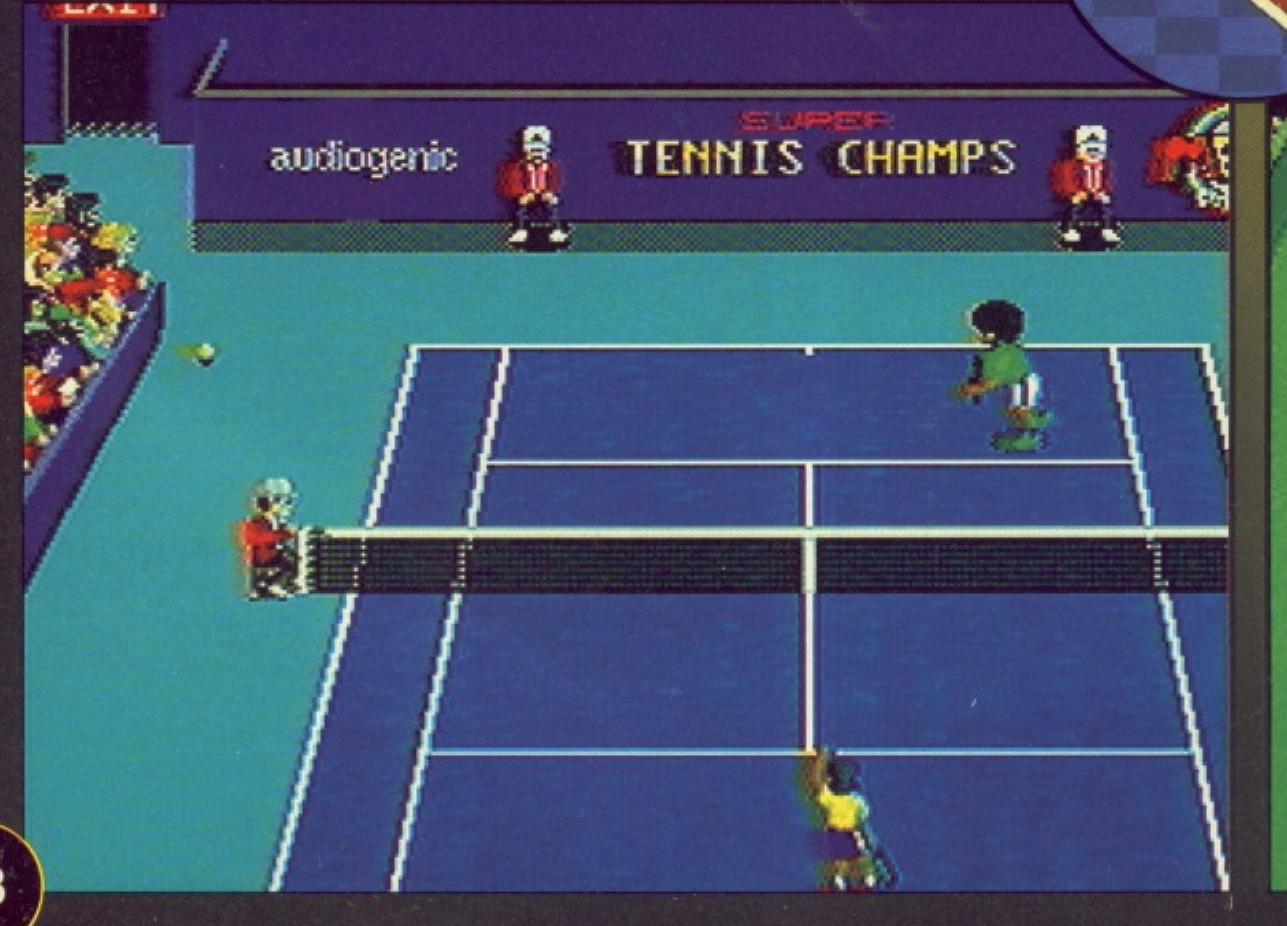


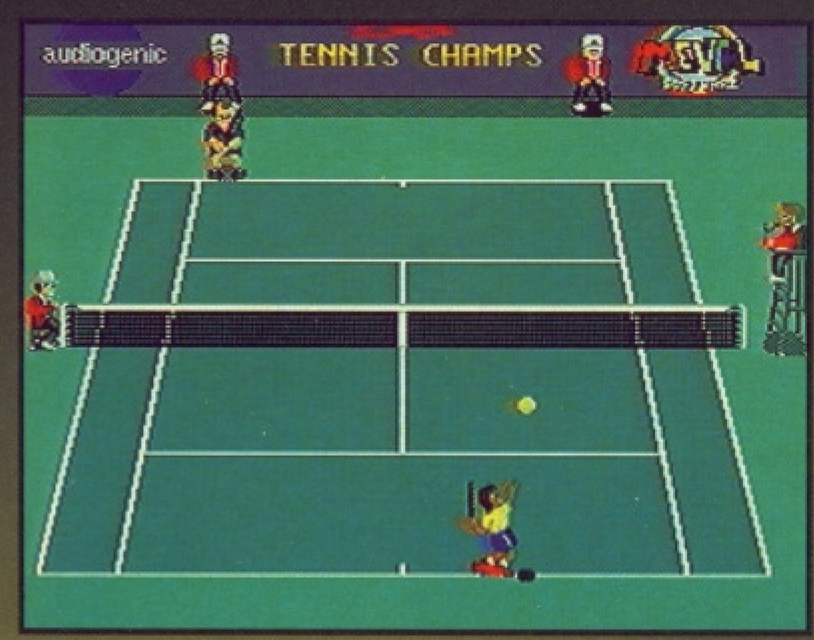


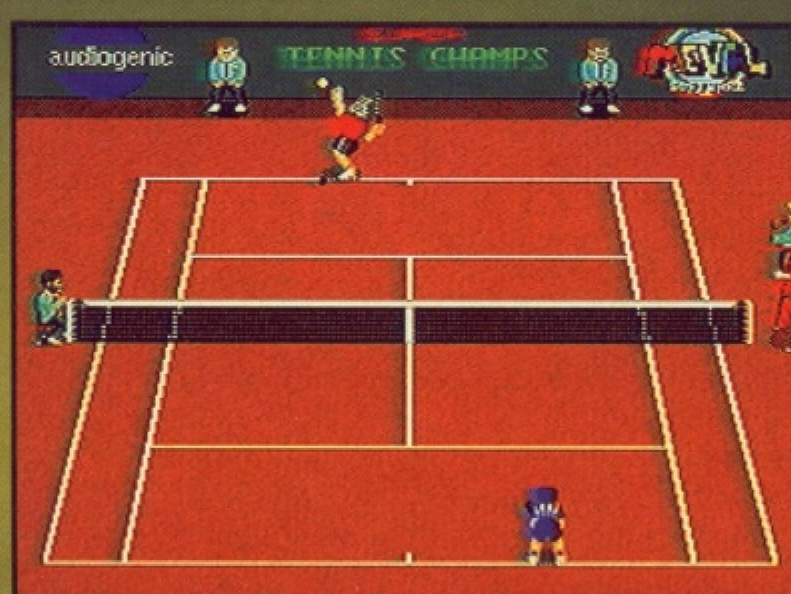


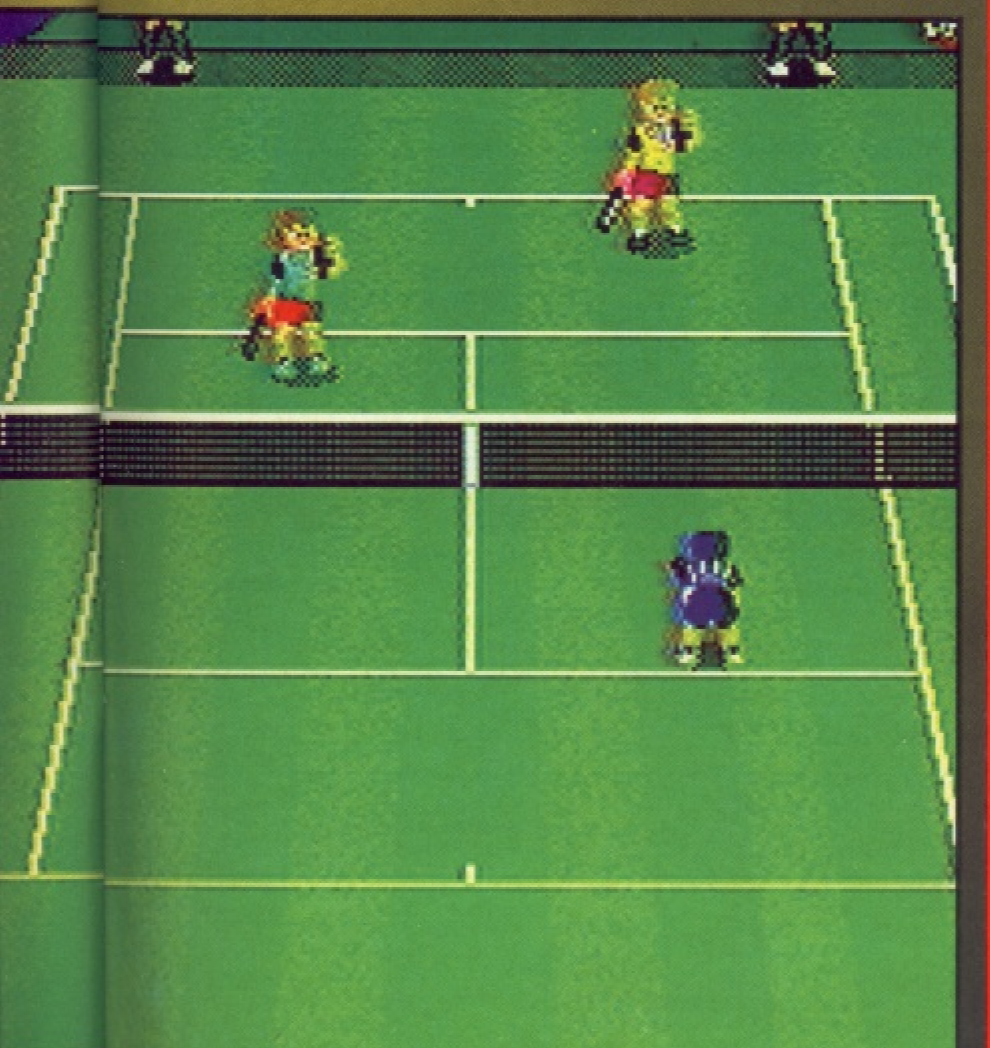
to take part in a tournament in either London, Paris, New York or Melbourne. You can create and save a game disc. For this you need a blank disc that you can initialise using the relevant section of the game. This will allow you to save games, leagues and tournaments. Considering the game only comes on a single disc this is pretty good.

The controls are very simple. You have a direction pad as normal and either two button or one button controls. With a single button you will find that a tap will give you a normal shot, a double tap will give you some top spin and holding it down before contact will give you a slice/lob. With two buttons it's just a bit different! The direction pad will determine the length of the shot by using up and down and the direction of the shot by using left and right. The controls are easy to use and you'll find that you can soon fend for yourself against some tough competition.

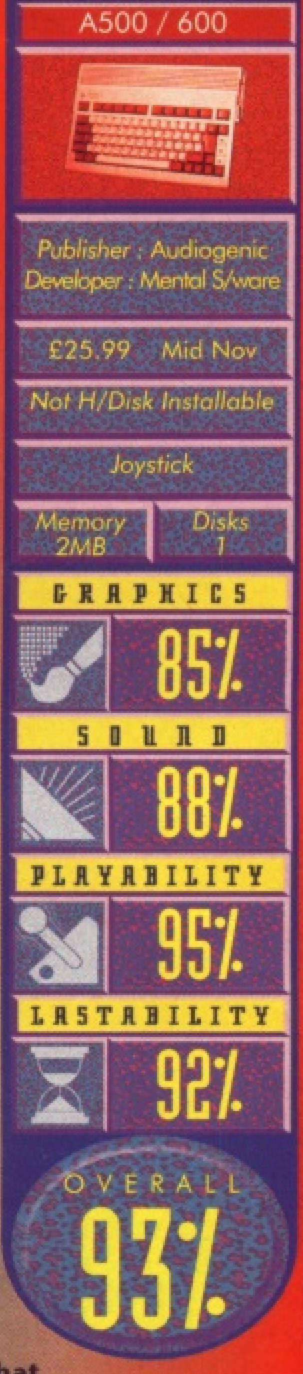








THE VERDICT



This is quite simply one of the finest new games that I've played in ages and ages. It is a wonder to behold. OK so the graphics aren't totally amazing, there are no rendered bits and it isn't totally breathtaking in it's realism, however it is very nice to look at. All the colours are really bright and clear. The players themselves along with the backgrounds have all been noticeably tarted up since the preview copy we got our hands on a few months ago. The game is much the same, well afterall you can't improve on perfection can you. All the great options are there and the gameplay itself is still just as addictive. It seems as if the players might be just a little faster on their feet but I can't guarantee this is the case, it might just be me improving my tennis. Whatever they have done they haven't taken anything away from the wonderful playability of this game. The addition to the quality of the graphics is a blessing and creates a much more professional package despite the fact that there aren't hundreds of really flash title screens (there's only two, a rather simple title screen proper and a credits screen). The music is excellent and the sound of the ball being wacked from one end to the other is very satisfying as is the cheers from the crowd. I love this game it's simply great. This game is simple and that's where it's beauty lies. There are just enough options to keep you interested without overdoing it. There is the chance to play one player and two player in both the doubles mode and the singles mode. On top of this there is the chance to play three or four player in the doubles mode. If you can squeeze four people round your monitor then this is the game to play. It could provide you with a load of rowdy fun as you struggle against each other in a tennis duel. Buy it now because it's great!

A1200	No specififc A1200 version is coming out, bit this A500 version is great anyway!
CD32	I wouldn't have thought so, let me check. Yep, I was right, no chance!

PRIMAL RAGE

At last we get to play a long awaited game on the Amiga, does it deliver all it promises?

Primal Rage has been hyped up beyond belief. It is already available on almost every format that you can think of, now it's coming to the Amiga. Later this year it will become available for the next generation games consoles aswell. Where will this game end, will there be a Primal Rage two, a book, a cartoon, maybe even a feature film? I really hope not. I simply couldn't cope with all the hype involved with any further Primal Rage products. Television adverts, adverts in the national press and huge stands at the ECTS. Well some time ago some of our other title reviewed and previewed Primal Rage on The Mega Drive and the Game Boy. It was described as the game of the year for the Game Boy! Mind you that's not at all hard considering the sort of turgid rubbish that finds its way to the little yellow screen these days. On the Mega Drive it also went down pretty well. In most mags it got pretty high scores on all fronts. Now at last I've had a chance to get my hands on a playable version of this game on the Amiga. That's not to say that there weren't any problems, there were plenty. The copy we had wasn't quite finished and it wasn't hard drive installable. It only came on three discs but it seemed that you had to change discs constantly, even between two rounds of the same game. Well things got worse. Two of the characters couldn't even be used because the game simply crashed whilst trying to load them. So if our screen shots look sadly lacking then you now know why!

What's it like? I hear you ask, well what do you think its like. This is the game that has drawn more media attention than OJ's trial, well maybe not. The game has been hyped beyond all recognition and I'm not sure if this is a good thing even for the people who are publishing it. The message plain and simple is, don't believe the hype! I think that had I been looking at this game for the first time on any format I might well have not recognised it. It won't be the best game release of the year on the Amiga. Well not unless it is changed fundamentally

PROJECT : Primal Rage
PUBLISHER : T.W.I.
DEVELOPER : Probe
INITIATED : March 1995
RELEASE : Dec 1995

CHAOS
LANDS CONQUERED: 1
WORSHIPPERS: 22,100





before it's imminent release. This is a beat 'em up. Nothing more and nothing less. There are no amazingly original concepts that leave you breathless with admiration, no graphics that stun your sense of sight and the music isn't all that good either. Having said this the game we saw wasn't finished, all of these things could improve beyond recognition, they may not but they could! What the game does however have is great gameplay, and a few nice touches that may not be breathtaking but are certainly fun.

The unfinished version that we got our hands on was pretty good overall. It only had a two player option though, that's fine by me because playing the computer is boring and I've got friends! We sat ourselves down and we were soon finding that we couldn't use two of the characters. No problem there was still another five to choose from. Soon we were battling away against each other in an attempt to rule the earth. It seems the game is set in the distant future, prehistoric creatures in the future? Odd but interesting. It seems that the human race has had a bit of a rough time of it. It wasn't a nuclear war that almost finished us off, it was a dammed big meteor! Not only was the life we all know and love destroyed but also most of the humans who lived it died too! Well this rather large bang had another rather worrying effect on our delicate planet. It awoke seven huge prehistoric beasts who had been safely tucked up in there beds for the past several million years. Now they've woken up and they're angry. However they aren't about to finish off what's left of the Human race, well not unless they get hungry, they are actually setting out to battle each other in an attempt to conquer the new "Urth". Heavy stuff, but who the hell makes up this rubbish. All we need to know is that we control a dinobeast and we've got to kick to shades of ....! out of any other. That's what the game is about and no strange tales from the future are going to change it.

"The unfinished version only had a two player option, though that was fine because I've got friends!"

Enough of the story what's the actual game got to offer. Well there are loads and



loads of special moves that will have your head spinning. The characters all have remarkably different moves even though some of them actually look remarkably similar to each. Looks however can be very very deceiving. There are seven creatures that are available for you to choose. Firstly is Blizzard, he's a big ape, simple as that! He's meant to be from some kind of frozen wastelands somewhere, this is demonstrated by the fact that he has blue tinges all over his skin (frost bite?). He has some pretty impressive moves including some special moves that will leave you frozen in your tracks, literally. Chaos is the same as Blizzard only smaller and a different colour and... OK then so he's totally different! his moves are however just as deadly. Including a special move that will have you flying. Talon is my favourite beast, he is apparently a 'Deinonychus' mmm... I wonder, well he has large claws and feathers on his head. He is quite small and very quick off the mark, rather like myself. His fast and ultra efficient special moves make the most of his claws and will leave his opponents in a load of pain.

Diablo is bright red and he was one of the creatures that we were unable to use. I understand he'll be one of the nastiest of the beasts if I am to believe my colleagues who are Mega Drive writers. He's not to big but packs a mighty wallop. He is an 'Allosaur' a creature with a very fiery temperament as his special moves demonstrate. Armadon's a bit of a funkster. He's covered in rather long spikes that can cause rather a



first take on all the other six deadly beasts who have exactly the same idea as you and won't give up all that easily. Once you have beaten all of them you will find that you are facing the bonus round and then you will face ... The Final Battle"!
You will find that you have a health bar at the top of the screen.

lot of serious damage. Some of his moves will leave you rather deflated if you know what I mean. Sauron is a rather mighty T-Rex. nuff said! Well I mean, we've all seen Jurasic park haven't we.
So you get to choose one of these mighty mean beasts with which to set out on your stroll round the new 'Urth' and begin your world tour of death and destruction in an attempt to become the ruler of this new world. In order to find yourself as triumphant leader of new 'Urth' you must



This registers all the hits made against you. It is possible to top up your energy levels by eating the odd human that you come across. Each time you actually manage to beat an opponent you will find that you end up conquering yet another piece of the new 'Urth'. The way that you finish off the other beasties is actually quite important as it will have an effect on later parts of the game. Just before an opponent dies he will have a few moments of staggering around looking rather the worse for wear. If you use a spectacular move to finish them off you will find that you do more than just look good.

In the final battle you will have to fight reincarnated beasts or mere ghosts. The creatures that you have done away with using one of your awe inspiring finishing moves will only return as one of these ghosts,



the others on the other hand will return as big and as bad and as ugly as they ever were.

This game has suffered from huge amounts of hype and really will be a bit of a let down if you were totally taken in. Well I reckon so anyway.

The game did look a little rough around the edges but the PR Girl who brought it along was adamant that there was all the fine tuning yet to be finished. It could be absolutely brilliant, one never knows, however I don't really think it has the potential to be anything other than a pretty run of the mill beat 'em up that's maybe above average. It'll probably be better than most of the beat 'em ups on the Amiga simply because they all seem to be pretty dodgy in my opinion. The review will reveal all, so watch this space.





Have you ever heard of Hillsea Lido? Well I have and so have the people at Vulcan Software. And so soon will you.



I had the rather pleasurable experience of spending three years of my life living in Portsmouth. I was doing a degree at the time which in effect means I wasn't doing much at all, apart from a lot of partying and seeing the sights that Portsmouth had to offer. Well one of the saddest sights of all was the Hillsea Lido. Yes it really does exist. If you have ever caught a ferry from Portsmouth to the continent then you to might well have noticed it as you have driven past at high speed on the motor way, it is however much more likely that you have failed to notice this rather grey and worn out looking little stretch of waterfront that looks over the thin stretch of water that actually makes Portsmouth, or should I say Portsea, an Island. What I am talking about is a rather grey looking waterfront thingy that looks rather a lot past it's best before date. It is I believe a sort of outdoor swimming pool complex with all the bits and pieces that you find scattered around these things. Vulcan Software also hail from this part of the





PROJECT : Hillsea Lido
PUBLISHER : Vulcan
DEVELOPER : In House
INITIATED : May 1995
RELEASE : Dec 1995

world and like myself they probably thought that this bunch of old buildings could do with a bit of a helping hand from a property developer. Well instead of finding one to really invest hundreds of thousands it seems that for the price of a computer game you will now be able to develop away to your hearts content.

The game arrived without any instructions whatsoever. We soon realised that the whole game was controlled by the mouse. Really it's like a sort of Sim City game, or possibly more like theme park. The view you have of your field of play is however horizontal due to the very nature of a beach front and a promenade and a pier (all the three scenes of the game). You have to buy the property along the fronts before you can actually view it. You start off with a small stretch. Now comes the fun bit. You have to set up these areas as profitable resorts. This is achieved by buying all sorts of attractions. Some you have to staff and service and some you simply have to leave to there own devices. For the promenade it's possible to buy anything from bins to lampposts to chairs to burger bars to postcard sellers to candy floss makers. On the beach you can buy everything from paraglider hirers to deck chairs to punch and Judy. All this has to be managed efficiently. You must set prices, commissions and order supplies from the wholesalers as and when you need them. If you get yourself sorted out you'll soon find that you are running a booming Hillsea Lido! Soon you will have cash flowing in and you will be able to invest in further attractions that will bring more people to your seaside businesses and will make you even more money. There are also live events you can book. Magicians, Hypnotists and even pop stars.



HILLSEA LIDO

PINB MA

Multibonus- Light all web lights to increase the multiplier. Do this and score 20,000points for lighting WEB.

Skill Shot- Shoot through a flashing web + X2 bonus multiplier and 1,000,000 points.

Fang Pads- Spell Fang to light spider leg and collect 12,000,000 points.

Terror- Spell Terror to open fang tube gate, get all the spiderlings to flash and spell terror again and you hit the jackpot.

Poison- If ball goes down poison rail then P= 2,000,000 O= 4,000,000 I= 6,000,000 S=10,000,000 O= 15,000,000 N= 20,000,000

Tarantula- Spell it and get 50.000.000 points!

Spider Legs- Light them all up and get 50,000,000 points

Feed Me Ball Trap- Shoot this and feed the spider to get 500.000 points.

Fang Tube- Shoot it to start yellow arrows flashing and shoot it again to score 5,000,000 points.

Multi-ball- Shoot ball out of Fang platform through fang escape.

Scare- If the ball goes down the scare rail then S= 2,000,000 C= 4,000,000 A= 6,000,000 R = 8,000,000 E=10,000,000 points.

Spinner- Hit twice and get 50,000 points.

Spin- Spell spin and advance thumper bumper, you can get up to 100.000 points by lighting spin after this.



BALL NIA

Riot- Spell guard to stop riots and escapes when bells ring.

Skill Shot- Fire ball from chute so that it so that it falls into jailer ball-trap.

Arrest pads- Spell arrest and score 350,000 points.

Escape Tunnel- Increasing points every time ball goes through it.

Jailbreak Lights- Spell jailbreak to start one!

Riot Ball-Trap- Shoot 'COP' first, then shoot this too start a riot.

Sentence Ball Trap- Hit here to sentence a suspect.

Cop- Spell it and not only do you get points but enable "disable riots.

Guilty/Not Guilty- Release or imprison suspects.

PINB
MA



Skill Shot- Fire Ball into table and through flashing strip.

Bonus Multiplier- Light all four strip lamps to advance it.

Stadium- Shoot ramps in turn to advance stadium lamp set and collect stadium awards.

Goal Pads- Spell goal to enable the goal ball-trap.

Kick Off Ball-Trap- After hitting all four position pads, hit this to start a game.

Kick Off Lamps- Spell it to start penalty shoot out.

Penalty Shoot Out- It's multiball time!

Trophy- Light all three and get 10,000,000 points.

Position Pads- Before a game hit all four.

Foul Ball Trap- Shoot it to advance to next round of the league and eventually get a trophy.



BALL NIA

Skill Shot- Fire ball into table and through flashing Ace.

Bonus Multipliers- Light the aces to advance them.

Hi/Lo Game- Hit it and follow instructions.

Multiple Coins- Shoot Craps/Reels trap twice in 20 secs to get 2,000,000 points.

Reels Pads- Light them to spell Reels and enable Craps/Reels ball trap.

Win Pads- Spell it four times and get an extra ball.

Horseshoe ramp- Clockwise for colour and anti for starting Roulette.

Big Dollar- Light up all of the dollar and get 5,000,000 points.

Spin The Reels- Check out your luck on the fruit machine!

Jackpot- Spell it and collect 50,000,000 points and current jackpot score.

Dollar (Gold) Pads- Light 'em up in turn and see what happens!

WINTER SU

Did you enjoy last months offering from us at The One. Well we've had a few letters and it seems that some of you had a bit of trouble with the game. Too hard for some of you it seems? Well here are a few tips for you!

One of the main problems that you all had was it seems the Skidoo section. If you've got anything more powerful than an A500 you will find that there seems to be a bit of a snow storm going on in the background. Don't worry because it seems that this is totally unavoidable and it shouldn't effect your performance. Skidoo racing is a very full on sport and one ex World champion went on to become a top Formula One star, possibly the greatest driver of all time despite his untimely death in 1982. The star was of course Gilles Villeneuve whose son is racing for Williams next year. This course isn't the easiest and you can't see what's coming up next. The thing to do is to lift off the accelerator as you slide around the corners. It really isn't all that hard once you get the hang of it. The main problem will be when you hit something. You slow down disastrously and it can be a while before you catch up with your opponent. To help you out and because the map at the bottom of the screen is covered in some kind of snow storm we've decided to give you a full map of the course! Aren't we nice?

FINISH

ski-doo

SKIDOO

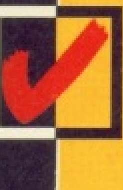


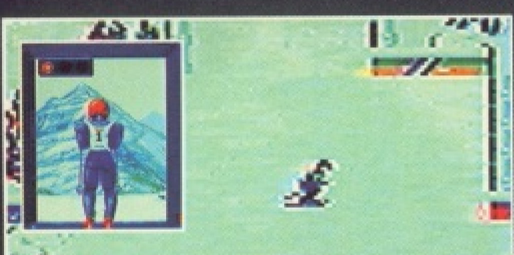
PERSPORTS



SKI CHALLENGE

So it's not an Olympic sport. So? It's still one of the finest skiing events you can witness. Head to head challenges make for some exciting stuff. It seems however that many of you were not able to go head to head with your Amiga, why's that? Because you simply got left behind. Well here's a map of the course for you to study in great detail. Remember practice makes perfect and this is an event that requires plenty of it. With our help you'll soon find yourself cutting up your opponent and making it to the finish line before he or she does. The things to watch out for are the jump where you will need to change direction when you land (remember to press the fire button to jump or you'll end up wiping out!), and the part of the track were it splits in two. It doesn't really make any difference which side you go you simply have to know which side you are going to go before you get there and prepare to straighten up as you come out onto the final run to the finish.





DOWNHILL GREEN

This is perhaps one of the most traditional of all the winter sports. It's certainly the most televised and receives the most interest. The three courses on offer to you here are a green run, fairly harmless. A red run which is getting a bit more dangerous and then of course the most dangerous of them all the black run. Well yet again it seems that you guys and girls out there have been having a bit of trouble with all this downhill skiing business. Again this is probably due to the fact that you don't know the courses so we've spent hours and hours linking together all the screen shots that we could get our hands on. This is a very boring job but somebody's got to do it and it doesn't half look pretty. On this page you will see the green run. It may be the easiest of the three but you'll find that it's the perfect place to practice!

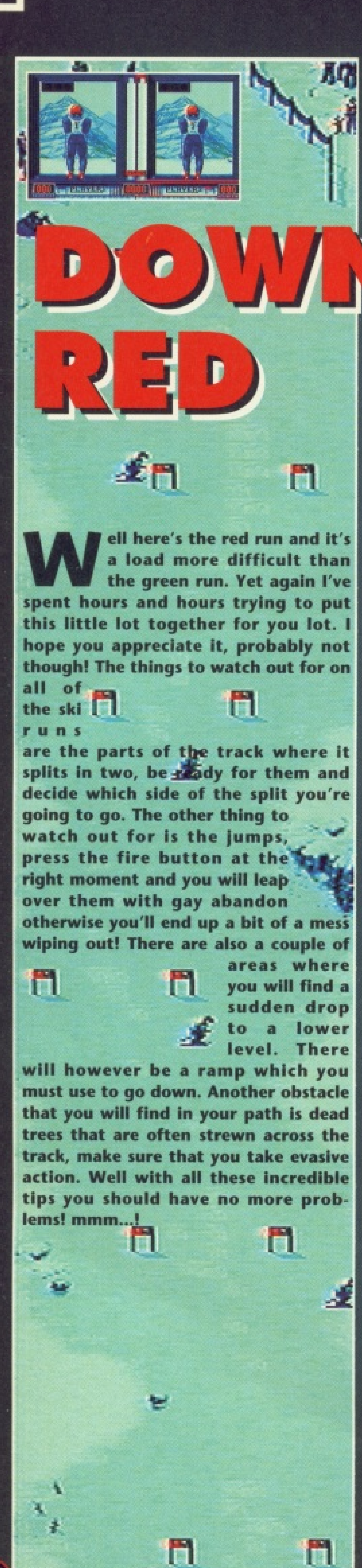





FINISH



DOWNHILL RED



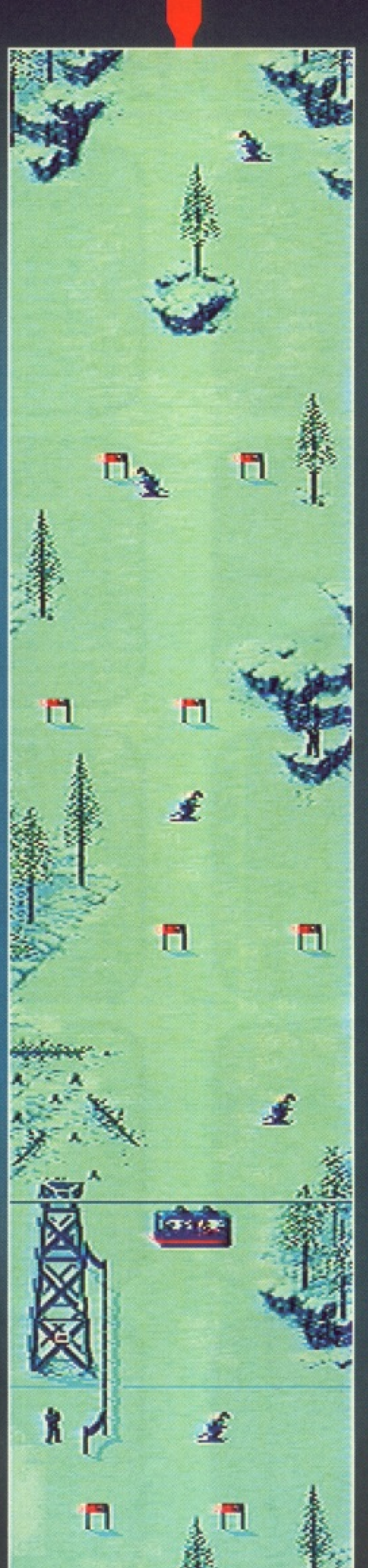
Well here's the red run and it's a load more difficult than the green run. Yet again I've spent hours and hours trying to put this little lot together for you lot. I hope you appreciate it, probably not though! The things to watch out for on all of the ski runs are the parts of the track where it splits in two, be ready for them and decide which side of the split you're going to go. The other thing to watch out for is the jumps, press the fire button at the right moment and you will leap over them with gay abandon otherwise you'll end up a bit of a mess wiping out! There are also a couple of areas where you will find a sudden drop to a lower level. There will however be a ramp which you must use to go down. Another obstacle that you will find in your path is dead trees that are often strewn across the track, make sure that you take evasive action. Well with all these incredible tips you should have no more problems! mmm...!












FINISH

RECOMMENDED

ALADDIN

Publisher : Virgin
Issue Reviewed : November 94
Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



90%

A.B. TOWER ASSAULT

Publisher : Team 17
Issue Reviewed : January 1995
Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.



85%

A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995
All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



87%

BANSHEE

Publisher : Core
Issue Reviewed : July 1994
Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



89%

BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994
More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



91%

CANNON FODDER

Publisher : Virgin
Issue Reviewed : Dec 1993
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.



91%

THE CLUE

Publisher : Black Legend
Issue Reviewed : Sept 1994
Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.



88%

CRYSTAL DRAGON

Publisher : Black Légend
Issue Reviewed : December 1994
Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



90%

DAWN PATROL

Publisher : Empire
Issue Reviewed : April 1995
Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.



81%

F1

Publisher : Domark
Issue Reviewed : February 1994
From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!



90%

So, it certainly isn't August this month, although it has been for the last two months according to our recommended guide. Instead we offer you the superb autumn month of October, and here's your ex-editor Lee Brown with a quick guide to all the....



FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994

FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.



87%

FLINK

Publisher : Psygnosis
Issue Reviewed : February 1995

Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!



87%

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993

Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.



88%

GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have

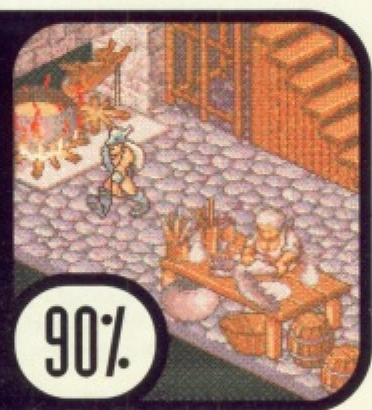


88%

HEIMDALL 2

Publisher : Core
Issue Reviewed : Dec 1993

Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!



90%

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994

Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.



87%

JAMES POND 3

Publisher : Millennium
Issue Reviewed : June 1994

The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

JUNGLE STRIKE

Publisher : Ocean
Issue Reviewed : December 1994

Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

K240

Publisher : Gremlin
Issue Reviewed : May 1994

Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.



90%

KID CHAOS

Publisher : Ocean
Issue Reviewed : August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995

There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?



LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993

An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.



MORTAL KOMBAT 2

Publisher : Acclaim
Issue Reviewed : January 1995

More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!



ON THE BALL

Publisher : Daze
Issue Reviewed : Sep 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.



OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



PGA EURO TOUR

Publisher : Ocean
Issue Reviewed : Dec 1994

The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welch niblick again. Hurrah!



PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995

Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?



PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.



ROADKILL

Publisher : Acid Software
Issue Reviewed : January 1995

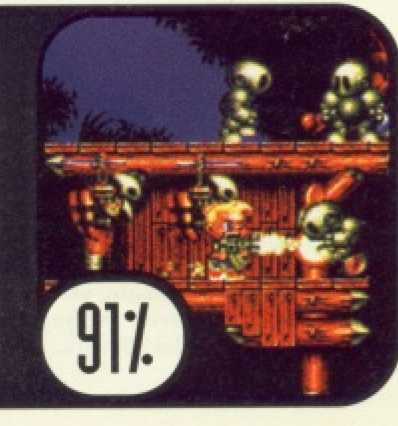
'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.



RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994

Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.



...games which ought to be in your collection. Funny thing is though, that the text is an awful lot like it used to in The Emap One. And mroe curiously, the write up for PGA Euro Tour was the same as Cannon Fodder for the past 2 months! Go figure.



THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993
Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.



90%

S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995
It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.



90%

SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995
Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!



91%

THEME PARK

Publisher : EA
Issue Reviewed : October 1994
Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



92%

SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994
The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.



89%

UFO

Publisher : MicroProse
Issue Reviewed : December 1994
'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.



89%

SKIDMARKS 2

Publisher : Acid Software
Issue Reviewed : April 1995
More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.



88%

WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993
A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



86%

SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994
Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'



90%

X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994
OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.



82%

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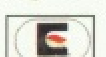
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